

# Maniac's Paradise

Issue 106

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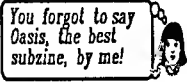
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Flagship zine of the Whining Kent Pig Publishing empire!

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Phone: Home 5pm-9pm Mon-Fri (never later) or 1pm-9pm Sat-Sun,  
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at ManiacsP, but please only send orders to Compuserve address!

Subscriptions are \$2 an issue in US and Canada, \$4 overseas. Game fees vary.

**Articles and Sub-Zine submissions are gladly accepted** provided I can make nasty remarks about them behind your back, throw a typo in here and there, and that you join my various multi-level hobby conspiracies to further my MegaDip strategies.

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I'm back again - if two weeks of Federal Jury Duty can't kill me, nothing can! That's right, sports fans, I spent 9 days sitting on a Federal jury for a trial where three people were charged with conspiracy to purchase cocaine with intent to distribute. All of the defendants and some of the witnesses spoke Spanish as a first language, and most of the video/audio evidence was in Spanish, so everything had to be translated and it took a lot of time. Plus, with three defendants, that means 3 defense attorneys questioning each witness. What an ordeal! In the end we found one guy guilty, and the other two innocent although almost all of us felt that one or both of them were probably guilty (there just wasn't enough evidence).

Around the zine we have the usual crap. Jack "Super-Duper Pooper-Scooper Sack" McHugh returns thankfully...I wasn't sure if Maria had killed him during their honeymoon or not. We've got Levin, York, McKinnon, Stimmel, and the games too. Oh, and Oasis of course. Not much of me at all - between jury duty, work, and a general lack of enthusiasm lately I couldn't be bothered to write anything. I have spent some time, though, updating our home page at <http://users.aol.com/dougmara/dougmara.htm> so go check that out. Anyway, see below for game openings, standby calls, etc.

## Game Openings:

**Modern Dip:** Rules and maps available from me or Andy York. Andy is running this in his ByWAY column. Sign up with him, not me! Signed up: 2, needs 8 more.

**Colonial Dip:** I'll close this if it doesn't fill soon. The only variant that Avalon Hill sells directly. Will use all 3 optional rules, but no Sak land bridge. \$5 gamefee. McHugh signed up, needs 6 more.

**Standby players called this issue:** Paul Milewski as Italy in Looks the Same/Tastes the Same (Diplomacy 26), Jim O'Kelley as France in Seltzman (International Diplomacy 1).

Notes to players: \_\_\_\_\_

The next deadline is:

**Saturday January 31, 1998 at 11:00am Central**

# Zine Recap

Here is a recap of the zines I received from 12/1/97 to 1/3/98. The number in brackets is the date I received the zine.

Ishkibibble #4 [12/3]. Phil's doing okay health-wise, and has lots of movie and sports commentary in this issue. *Phil Reynolds/2896 Oak Street, Sarasota, FL 34237/8pp/Free for 1 year if you get in a game.*

Abyssinian Prince #198 [12/3]. Mike Mills is found, that makes two in two issues! Now if only I could find Kevin Tighe. *Jim Burgess/664 Smith St. Providence, RI 02908-4327/30pp/\$1 in the US and Canada, \$2 elsewhere.*

Cheesecake #191 [12/4]. End game material for Learned Hand and lots of letters make up this issue. *Andy Lischett/2402 Ridgeland Ave., Berwyn, IL 60402/8pp/Free to players and standbys.*

Spring Offensive #56 [12/4]. The zine seems to be slowly growing in size now that T2W3 is a thing of the past. We get some old Calhamer stuff (recently appearing in DW as well) and Middle Earth variant material in this issue. *Stephen Agar/47 Preston Drove, Brighton, BN1 6LA, England/18pp/75p, £1.50 overseas.*

Diplomag #135 [12/5]. If Andy does not hear from someone willing to take over the SIG by December 27, both the SIG and the zine will closed down. Diplomag is the forum for the Mensa Diplomacy Sig members. *W. Andrew York/PO Box 2307, Universal City, TX 78148-1307/1pp/\$5.00 for 6 issues or \$9.00 for 12.*

Crossing the Rubicon #13 [12/6]. The full-size issues return, but unfortunately still no Pragmatic Iconoclast. Andy York and Scott Miller take up the slack however. *Jamie McQuinn/1619 Shroyer Rd., Dayton, OH 45419-3215/26pp/\$1.50 in the US and Canada, \$2.50 elsewhere.*

Carolina Command and Commentary #108 [12/6]. This issue we get an article on Economics and (gasp) more poetry. *Michael Lowrey/6503-D Fourwinds Dr., Charlotte, NC 28212/12pp digest/\$0.75 or \$1.25 overseas.*

Lepanto 4-Ever #57 [12/6]. This issue we get a lot of Peery on museums, and some Andy York as a reward. *Per Westling/Ostanvagen 10, S-61135, Linkoping, Sweden/28pp digest/Usually 16 SEK.*

Roar of the Crowd 1997 Edition [12/6]. The official publication of the Runestone Poll. This is the zine where Eric and Claire list all the votes each zine received, compares the voting of one zine versus another, etc. The final issue, as the Runestone Poll is a thing of the past. *Claire and Eric Brosius/53 Bird St., Needham, MA 02192/32pp/\$5.*

Yellow Pajamas #25 [12/11]. Paul plugs a few zines (including this one) and keeps his games rolling along.

*Paul Milewski/7 Mallard Dr., Amelia, OH 45102-2148/8pp/\$0.50.*

Everything #97 [12/11]. You know the hobby is shrinking - this is the first issue in a year. The journal of the Boardman Number Custodian. Effective immediately, Conrad von Metzke is now the BNC. *W. Andrew York/PO Box 2307, Universal City, TX, 78148/22pp/\$1.25 in US, \$1.50 in Canada, \$2.50 elsewhere.*

Absolute! #57 [12/11]. Back on schedule, we get a decent letter column, plenty of Paul Kenny ramblings, and a page of Irish news. *Paul Kenny/23 E. Coulter Ave., Collingswood, NJ 08108/22pp/\$0.75, or \$2.00 outside of North America.*

The Canadian Diplomat #52 [12/12]. The first real issue since January of 1997! Besides the games we get a short article on receiving a stab. Bob has a few articles lined up for next issue too. *Bob Acheson/304 - 556 Laurier Ave., Ottawa, ON K1R 7X2, Canada/20pp/\$1.*

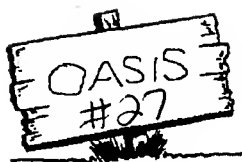
Boast #420 [12/13]. Just a flyer running down his last game. *Herb Barents/17187 Wildemere, Detroit, MI 48221/2pp/No longer available.*

SNOT #30 [12/19]. James reports that Vick Hall is supposedly going to fols ALOS after his next issue - quite a shame! James also gives us a few detailed con reports. *James Hardy/21 Gourley Road, Liverpool, L13 4AY, United Kingdom/24pp digest/65p in the UK, £1 in the US.*

Life's Rich Pageant #17 [12/24]. A lot of grumbling about last issue's non-appearance of Louise. There's also a lot of poll talk from Kim - here in the US of course we have the now dead Runestone Poll and the currently inactive MARCO Poll. *Kim Head/230A London Road, Croydon, CR0 2TF, UK/48pp digest/L1 plus postage.*

Dipsomania #38 [12/24]. More Peeryblah this issue on Belgium. Rules to Hardbop Downfall are also printed. *Jef Bryant/121 Rue Jean Pauly, B-4430, ANS, Belgium/52pp digest/55FB in Europe, 75FB elsewhere (one FB is worth a bit more than \$0.03 US).*

Pontevedria #83 [12/29]. This zine is a list of game openings in North American zines, sorted by zine. **A must for all Dip players.** *Conrad von Metzke/4374 Donald Ave., San Diego, CA 92117/4pp/\$3.20 for 10 issues or a SASE for one.*



Well, you've done it! Congratulations! You've made it to Oasis, the best part of Maniac's Paradise. Oasis, a subzine by Mara Kent, appears every month in Maniac's Paradise.

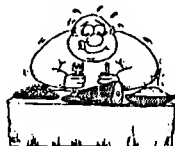
## Gossip Shop



The Gossip Shop was built on July 28, 1995 at 8:55pm Central. It's purpose here is to let Mara blow off steam at anyone she feels like. This can be anyone in the Zine hobby or not. It can be for things previous to the erection of the shop as well.

**Alan Levin:** Don't keep my husband on the phone so long next time, or I'll make you sorry!

## Recipe of the Month



Title: Seven Flavor Chicken

Servings: 4

4 tb Soy sauce, divided  
2 tb Sesame oil, divided  
1 tb Cornstarch  
1 lb Chicken, Boneless  
Cut in Thin strips  
1 tb Sugar

2 tb Distilled white vinegar  
2 tb Vegetable oil, divided  
1 md Carrot, julienned  
1 cn Water chestnuts, drained  
1/2 c Scallions, chopped  
1 tb Ginger root, minced

Blend 1 tbsp each soy sauce and sesame oil with cornstarch; stir in chicken. Let stand 10 minutes. Dissolve sugar in remaining soy sauce, sesame oil and vinegar; set aside. Heat 1 tbsp vegetable oil in hot wok or large skillet over high heat. Add chicken and stir fry 3 minutes, remove. Heat remaining vegetable oil in same pan. Add carrot and water chestnuts; fry 2 minutes. Add remaining 2 ingredients and stir fry 1 minutes longer. Remove from heat; stir in chicken and vinegar mixture. Serve immediately with rice.

## Fictionary Dictionary

Rules: There are two parts to this game. First, I will supply you all with one word. You must submit your own definition of the word. You should make it up, but make sure it seems real. That is important for the second part of the game. The second part of the game (the next month) I will list all definitions submitted to me including the real definition.

Without looking it up, everyone must send in their vote for which is the correct definition. **SCORING:** You score one point if you guessed the correct definition, and you score three points if someone guesses that your definition was the correct one. The first person to get to 20 points wins a FREE issue of MP and then the game will restart again.

Clarification: If a player sends in the correct definition as his made up definition, that answer will not be printed and that player will not get points for when on the following turn other players choose it. If you know the word, it is still your task to come up with a **false** definition that others might choose.

**Last Month's Word: CATKIN**

**REAL Definition:** 1) A drooping deciduous scaly spike of unisexual flowers without petals. (Picked: 2)

**Total Scores:** Bill McCullam - 6, Stephen Dorneman - 2, Andy York - 10, Brendan Whyte - 15, Pitt Crandlemire - 17, Robert Stimmel - 7, John Schultz - 6, Ward Narhi - 3.

**Definitions Picked:**

- 4) Animal skin, such as leather, worn loosely as an outer garment in Ireland during the Middle Ages. (Given by John Schultz. Picked: 1)
- 5) A hipboot popular in seventeenth century Europe characterized by a rather loose top. (Given by Ward Narhi. Picked: 1)
- 8) A knot forming a loop that does not slip. (Given by Pitt Crandlemire. Picked: 2)

**This Month's Word: REMUDA**

Without cheating, choose whichever one of the following definitions you think is correct. Don't forget to send in a definition for the next month's word too!

**Players:** Bill McCullam, Ward Narhi, James Hardy, Robert Stimmel, John Schultz, Andy York.

- 1) A grade of crystallization.
- 2) An attractive kerosine-burning lamp.
- 3) A group of extra saddle horses kept as a supply of remounts.
- 4) A herd of llamas.
- 5) A type of Japanese parasol.
- 6) A flat, dry section of land bordered by a natural line of trees due to an underground spring.
- 7) Preliminary stages of a bullfight.

**Next Month's Word: SYLLABUB**

## Game Openings:

**Fictionary Dictionary** - Just send guesses in when you want to play. Any number of people can play. Now is the perfect time to start - you can win a free issue!

*Send all orders and letters on separate pages from stuff you send to Doug. You can send me email through him too, but send it in separate messages!*

**DEADLINE FOR ALL OASIS GAMES: Friday, January 30, 1998**

# You And What Army??!!

## Issue V

### January 3, 1998

This subzine is brought to you by Jack McHugh of 626 Littlecroft Road, Upper Darby, PA 19082 or e-mail: [jmchugh@iname.com](mailto:jmchugh@iname.com). You can fax me at 610-626-3254 or call me at 610-626-4485 (after 10 a.m. and before midnight). Remember that no reproduction, rebroadcast or retransmission of this subzine without the express written permission of the NHL and this publisher is prohibited.

Howdy all, its the hobby version of Mr. Hanky, the Xmas Pooh—yes, I'm back after a couple of months off. My last issue looked great but I think it is corrupted as I can't pull it up on my computer without it locking up WordPerfect, so I don't think I'll be using the newsletter editor in WordPerfect 7.0 again anytime soon.

Now I am officially married and I've made an honest woman out of Maria. By the way, she says she'll be back with the ever popular *The Boss's Page* after the new year and she settles into "the thrill of married life." Does my Sweetie have a way with words or what?? Anyway, I'm settling into a new job at US Steel in Fairless Hills, PA and Maria is working at Dollar Financial in Wayne, PA. I'm still supporting computers and she is a bookkeeper.

I also won James Wall's football pool for the 1997 season with the most points overall, in addition to winning four weeks during the season. Basically you put points-based on the number of games to be picked—on all of the pro games and a few of colleges (Penn State, Nebraska, Northwestern and Wisconsin). The person with the most points wins the week but we only give prizes for winning the overall season. I got \$64 for having the most points.

Jim-Bob "Boob" Burgess honored my humble abode with a visit just two days before Xmas. The Boob was in Philadelphia chaperoning a consultant at the Veterans Administration hospital in University City and stopped in to visit with me before he caught a flight back to Providence. The three of us a grand time wolfing down pizza and drinking Yulenling beer before I drove him to the airport for his 7 p.m. flight on December 23.

## MALICIOUS LIES AND VICIOUS SLANDERS

THE HOBBY GOSSIP SECTION OF *YOU AND WHAT ARMY??!!*

I have been reading Brad Wilson's latest issues of *Vertigo* with interest. It is good to see someone in the hobby who is willing to write on a regular basis return to publishing on a regular as Brad has. I also noticed that Brad commented on DixieCon XI and that Doug carried the announcement for DixieCon in the last issue. DixieCon will also be "WorldCon" for this year as well.

Brad commented that, while most other gamers enjoy DixieCon, he does not enjoy the con due the scoring system, the attitude of some of the players, both on and off the game board.

Basically, for those of you who didn't see *Vertigo* #116, Brad was upset with a scoring system that encourages players to stop players who do well in early rounds. The players attitude on the board was due to playing the "system" rather than the game (i.e., I'd rather be second than try and stop the leader and possibly come in lower because this way I can win a con prize) and off the board as not being friendly enough.

First, let me begin by stating a few facts, before I give my opinions on DixieCon. I've only been to DixieCon twice, both in the a few years back and don't consider myself a regular attendee. David and I have had differences of opinion over how we view the hobby. While I consider David and myself friends, we're not close friends and I doubt we ever will be—our personalities, culture and outlooks are just too dissimilar for us to be close friends.

I agree with Brad that I don't like the game system. All it would take to get me to change my mind is to simply not publish the game results in between rounds and give more weight to doing something other than winning. The problem with Hood's system is that winning is so heavily rated there is virtually an imperative for all the other players to smash previous round winners before doing anything else. This doesn't make for fun games in the next round if you do well, as you can imagine. However, as David points out in the ad for DixieCon in last issue, the scoring system is still being refined. If you have an suggestions you can e-mail Michael Lowrey at [m.lowrey@charlotte.infi.net](mailto:m.lowrey@charlotte.infi.net).

The only other objection I have to the way the rounds are set up is that David specifically says only the rounds on Sunday have a definite ending time. This encourages wins to players with stamina rather than Diplomacy skills. If someone forces you to play until the wee hours of the morning you won't be much of a player the next day at 9 a.m. when the next round starts.

As for the problem of players playing the "system" instead of the game—I don't think this an exclusively DixieCon problem. I would argue, for example, that AvalonCon has it much worse. I personally don't think this is a real problem in DixieCon and I wouldn't warn anyone about it or stay away myself for this reason. Brad and I part company of this issue.

The last reason that Brad doesn't like DixieCon is due to, and I quote Brad here, "arrogant, aloof, cold and, quite often, nasty" local gamers. Brad does make exceptions for Steve Nicewarner and Lowrey and David Hood. I would argue that Nicewarner doesn't count as he isn't local, he only moved there after he got out of the Army because he was stationed there while in the service and his wife was going to school at UNC in Chapel Hill. I have to say I agree with Brad on this point—the people I had the most fun with were other Dip players from out of the area. The locals simply weren't that friendly, but I don't think they are as bad as Brad says—with one or two exceptions.

I do think this whole WorldCon thing is a joke as only a handful—less than enough to fill a Dip board—generally comes from overseas. I don't want to waste anymore ink than that on it other than to say Larry Perry is usually the hot air behind the idea of a WorldCon. That alone tells you WorldCon is a silly idea not worth discussing.

Jim Bob and I did have a decent discussion about publishing. We both agree that is difficult to constantly write something. Jim Bob also let me know that he is definitely pushing to get to issue #200 of his fine zine *The Abyssinian Prince (TAP)* which is currently up to issue #198. I would suggest that all of you who enjoy Jim Bob's fine zine write him at 664 Smith Street, Providence RI 02908-4327 or e-mail him at [burgess@world.std.com](mailto:burgess@world.std.com) and let him know you enjoy his zine.

Jim Bob told me he has been on "auto pilot" the last few months and is experiencing some symptoms of burnout. I think it would be a major blow the hobby to lose *TAP* as Jim Bob provides the best letter column in the hobby and some of its finest writing—both his and his rather eclectic collection of letter writers. Where else can you see letters from Manus Hand, Mike Barno, Terry Tallman and Brad Wilson all in one letter column? We all need to write letters for the letter column and to let Jim Bob know how much we appreciate his zine.

I have to admit that while Maria has been writing letters to Jim Bob regular for the last two years I haven't been writing at all. I will be writing Jim Bob for the next issue of *TAP*. Let's all get together and write to Jim Bob so that he will get over his symptoms of burnout and stay with us in this hobby.

I don't have any letters so I'll be skipping my *The Peanut Gallery* in this issue. So let's move on to:

## FREUDIAN SLIPS AND FREE ASSOCIATIONS

THE ESSAY SECTION OF *YOU AND WHAT ARMY??!*

I don't really have an essay for this issue. I figured I would just sound off on a bunch of issues at random. In other words I am being intellectually lazy because I don't feel like taking the time to put together an article. Anyway here we go...

The international treaty on the abolition of land mines is the first issue that is bugging me. Now that we've raised the dead Diane Spencer, a.k.a. the ex-Princess of Wales, to sainthood, can we now have a rational discussion of this asinine treaty that she championed. The treaty is not worth the paper it is printed on as it leaves out some of the largest military powers (the US, China, Russia) in the world and does nothing to get rid of the reason why mines are used in the first place. Namely, they are a viable military tool to slow down or deny an enemy access to a given piece of real estate.

While the banning of land mines is a good humanitarian ideal—so is banning most military hardware. Who is for artillery or tanks—why not ban these weapons as well? The simple fact is that this treaty has no enforcement mechanism whatsoever nor any way to punish any signatory that violates this treaty. It rates right up there with Kellogg-Briand Pact outlawing war, as far as superfluous treaties in the history of international relations. As soon as any of these countries who have renounced land mines, need them again this treaty will join the other utopian humanitarian treaties on the trash heap of world history.

Instead even bothering to try and negotiate an unenforceable "feel good" treaty, the US should have been in there offering the technology that makes "smart" mines, e.g. mines that deactivate or explode themselves after a certain amount of time, available for free. While we can't make mines less useful militarily we can help make them less deadly to civilians by encouraging all nations to use mines that won't last for generation after a war. And making mines less deadly so civilians after a war is over was the reason for this treaty in the first place.

Anybody else but me like Comedy Central's new cartoon show *South Park* about four foul-mouthed little kids and their screwed up town in the middle of nowhere USA? I really like this

show but it does take a certain warped sense of humor that combines *Beavis and Butthead* and *The Simpsons* into a show featuring 7 year-old kids. Of course, Maria doesn't like it but then she only laughs about once every 15 minutes during *Mystery Science Theater 3000* which proves she has a stunted sense of humor.

I want the players union broken in baseball as they are bankrupting the sport. At this point I would gladly pay to see "scab" games in the major leagues if that is what it takes to get some form of revenue sharing or a salary cap in the sport. There is no way the sport can survive since even teams like Baltimore and Florida that have new stadiums are losing money.

Microsoft continues to try and control the entire PC software market by attempting to control Internet access by forcing users to use only Microsoft's Internet Explorer instead of Netscape Navigator. Bill Gates had the nerve to say with a straight face that this is merely what users want. What a crock, Bill--this is not what users want, this is what Microsoft's biggest shareholder wants. This has been Microsoft strategy for the last ten years to try and control everything by making it part the operating system of the computer.

Most users do not want their choices to be made by Bill Gates and Microsoft. The long term strategy of Microsoft is, by becoming a software monopoly, to reduce the users choices. This is what is happening currently. As Microsoft's network operating system, NT, begins to force it's last major competitor, Novell NetWare, out of the market place there will soon be no other operating system left out there--either stand alone or network--for PC. IBM's OS/2 PC operating system is all but dead, Macintosh's continues to see its profits and market share plummet (current Mac has 5% or less of the PC market, down from a high of 15% just a few years ago) so that for the PC there really is only Windows 95 as a viable operating system.

At the network level, LANtastic is going out, Banyan Vines is only used by those places that networked more than 10 years ago and only Novell remains but it simply can't compete because it does not have operating system that operates below the network level. Most companies want one vendor for all of their operating systems and major office software (hello, Microsoft Office) and only Microsoft can provide that.

Basically if the Justice Department doesn't move soon, I think that Microsoft's monopoly will make Standard Oil's look like a cornucopia of competition in comparison.

## THE CHEAP SEATS

THE MOVIE/ BOOK/ GAME REVIEW SECTION OF *YOU AND WHAT ARMY????!!*

Remember the rating system is from 1 to 10 stars.

*Starship Troopers* I generally agreed with what Steve McKinnon said last month about this movie. The plot was easily predictable and the acting wasn't very good but the special effects were awesome! You also couldn't beat this cast as far as being eye candy, no matter which sex you prefer. And yes, the book involves no personal growth on the part of the characters. In fact, the characters development as human beings that to even discuss anything like that gives this movie more credit then it deserves.

There is a lame attempt at a love story as Johnny Rico (played by Casper Van Diem) is getting dumped by his girlfriend/ navy pilot Carmen Ibanez (played by Denise



Richards) while Dizzy Flores (played by Dina Meyer) chases Rico around and he ignores her. Rico only has eyes for Ibanez. Flores even joins the Mobile Infantry to chase Rico. You can see the end result coming a mile away and this movie has a the subtlety a baby seal hunt. That shouldn't be surprising as the director is Paul Verhoeven did *Total Recall* and *Robocop*. However I have to say that Verhoeven is an excellent action director and that certainly works in his favor in this movie.

Like Steve, I like Dizzy Flores too, but, Steve, how can you single her out? Every women in this movie, even the ones over 25 are babes. The same goes for the men, they are all beef cake hunks from top to bottom. I'd recommend this movie for the special effects and as a mindless violence. Don't try to think too much about it or that would spoil the effect. I give it **8 stars**,

*Anastasia*. I took my nine year old daughter to see this movie about a month ago. The most interesting thing I found out doing a little research on this movie—I find the Internet a useful place to find information one doesn't walk out of the theater usually remembering, like who the director was—is that Fox, and not Disney, did this movie. It seems Disney will now have competition for animated moves. As a parent and capitalist, I think that's great for both as competition will make both studios better.

Fox takes the great tradition of Disney movies and ignores the history surrounding the Russian Revolution to focus in on the story of long lost daughter of Anastasia. Basically, as one review put it, the outcome and the story are predictable to anyone who has seen this type of movie before (ala *Aladdin* or *The Little Mermaid*), what defines the movie is the adventure of the journey itself. The way in which the main character discovers who she really is and who her friends and family really are, despite the opposition or lack of support.

The animation was inspired and well-done for action scenes but not for the average scenes. You might say that Fox's animators played down to the level of the competition. When they were challenged, like doing the beautiful, action packed train wreck scene, they responded with wonderful drawings; when they were doing something rather ordinary, so was their animation. In fact most of the normal stuff was done doing computer animation—how uninspiring, yecch!

The story is appropriate for children as young as four years old. The plot is complicated and I doubt whether children under six or seven will be able to follow the plot. Especially since involves movement through space and time. The movie essentially sets up the reason for Anastasia's amnesia early in the movie and then jumps ahead ten years and chronicles her search as an 18 year old for lost identity.

Overall I'd have to say, while the movie was competently done and the voice characters were decent—Angela Lansbury as the Dowager Empress Marie and Hank Azaria as albino bat sidekick to the evil Rasputin (played by Christopher Lloyd)—the movie wasn't particular memorable. I don't like romances and only went to see it because my daughter wanted to see it. She did enjoy it. I'd give it a **5 star** rating and I recommend it for children.



# College Football Ratings

by Robert Stimmel  
December 13, 1997



1) Michigan U. 862.99	46) N. Mex. U. 439.21	91) Houston 159.30
2) Nebraska 834.43	47) Alabama 436.97	92) E. Mich. 152.38
3) Florida U. 818.82	48) La. Tech 433.05	93) UTEP 145.81
4) Florida St. 813.53	49) Miami, Fla 428.94	94) Illinois 140.40
5) Tennessee 789.59	50) S. Carolina 428.43	95) NE La. 138.73
6) UCLA 758.00	51) Pittsburgh 427.18	96) UNLV 130.52
7) Ohio St. 751.89	52) Stanford 417.98	97) Army 127.37
8) Kansas St. 706.28	53) Kentucky 414.77	98) Tulsa 126.18
9) N. Car. St. 694.37	54) Tulane 413.52	99) N. Texas 118.08
10) Colorado St 674.37	55) Arkansas 397.88	100) Idaho U. 117.48
11) Georgia U. 666.12	56) Rice 394.90	101) Tex. Christ 104.72
12) Arizona St. 659.53	57) Cincinnati 381.86	102) Bowl. Gr. 101.58
13) Pa. State 651.96	58) Wyoming 374.11	103) Hawaii 100.99
14) Wash. U. 645.73	59) Utah St. 369.75	104) Louisville 83.09
15) Auburn 641.65	60) Fresno St. 360.99	105) Akron 71.27
16) Wash. St. 632.28	61) Utah U. 360.40	106) E. Wash. 52.76
17) La. State 610.81	62) C. Florida 359.68	107) Youngs. St 51.81
18) Michigan St 603.51	63) Wake Frst 354.85	108) Kent 49.21
19) Syracuse 594.48	64) Okla. U. 348.77	109) N. Illinois 2.21
20) S. Miss. 589.02	65) B. Young 348.14	
21) Iowa U. 586.41	66) E. Carolina 345.88	
22) Marshall 560.03	67) California 345.77	
23) S. Calif. 553.49	68) S. Method. 339.33	
24) Texas A&M 550.46	69) S. Diego St. 338.90	
25) Arizona U. 550.28	70) Toledo 337.51	
26) N. Dame 543.48	71) Texas U. 336.79	
27) Purdue 536.26	72) Nevada U. 324.05	
28) Clemson 528.63	73) Ohio U. 323.16	
29) Missouri 527.50	74) W. Mich. 304.65	
30) Mississippi 525.93	75) Vanderbilt 297.43	
31) Virginia U. 525.14	76) Minnesota 287.08	
32) Colorado U 515.89	77) Kansas U. 276.98	
33) Miami, OH 515.46	78) Ball St. 270.77	
34) Oregon U. 500.52	79) Boston C. 268.89	
35) N. Car. St. 495.00	80) Oregon St. 226.81	
36) Wisconsin 486.84	81) Memphis 226.26	
37) Ga. Tech 478.26	82) Duke 223.31	
38) Okla. St. 472.48	83) Indiana 222.70	
39) Air Force 472.36	84) Baylor 194.86	
40) Miss. St. 470.58	85) Ala-Birm. 191.46	
41) Navy 468.24	86) San Jose St 186.17	
42) Texas Tech 465.70	87) Temple 168.37	
43) NWestern 457.06	88) Boise St. 168.28	
44) W. Virginia 448.70	89) Maryland 162.36	
45) Va. Tech 445.92	90) Iowa St. 161.97	



# ByWAY #11

by W Andrew York

## EMINENT DOMAIN IN AMERICAN LAW

Eminent domain, as reflected in the 5th Amendment, has changed from the early days of the American experience through today. The original concept of Takings for public use was limited in scope, however in recent years that has been expanded. In contrast, Just Compensation has had limited modification, though the application of it has been adjusted due to differences in the types of Takings. On the other hand, Due Process has experienced a significant transformation, with the concept of the quick-take arising in the mid-20th century. Many of the changes offer the potential for governmental abuse and misuse.

### History and Application

The concept of eminent domain originated in the tradition of a monarch owning all of the lands in his kingdom. He, by virtue of that ownership, could take, reuse or redistribute it according to his whim or desire, with or without compensation. With the framing of the Constitution of 1787, and the subsequent passage of the Bill of Rights, the American government translated the power of eminent domain into a Democratic form. However, that form has markedly changed from the early days of the Republic.

The 5th Amendment to the US Constitution, in its Takings or Eminent Domain Clause, stated "No person...shall be...deprived of...property, without due process of law; nor shall private property be taken for public use, without just compensation" (Hall, Legal, 593). This amendment transferred the ownership of land and property from the government (King) to the individual; but allowed the government to take it when necessary for the common good, and with compensation to the owner. Further, the taking would only occur after due process of law.

The amendment was held for many years to apply solely to the Federal government, not state governments. Examples include Supreme Court cases *Barron v. Baltimore* (1833) and *Permol v. New Orleans* (1845). However, some states did include similar wording in their own constitutions, such as Vermont in the 1777 Constitution and the Massachusetts Constitution of 1780 (Office of Legal Policy, 13). Through the passage of the 14th Amendment, after the Civil War, the 5th Amendment's Takings and Just Compensation clauses were applied directly to the states by a court decision in 1890 (*Chicago, Milwaukee & St. Paul Railway Co. v. Minnesota*).

### Takings

In most situations through the early 20th century, many Takings under eminent domain were limited to actual public use or infrastructure improvements. Land was appropriated to build roads, lay rail lines and provide utility services. In some cases land was taken incidental to private use, such as providing access to land-locked property or due to rising waters from a manufactory dam. An example of the latter, drawing from the Colonial Mills Act is *Head v. Amoskeag Manufacturing Co.* (1885).

As the 20th century has progressed, the meaning of public use has expanded to include private recreational projects (Disney World), sports facilities (the Alamodome) and shopping malls (such as the current project near Dallas). The meaning of Takings has also grown to include airspace (landing patterns near airports) and underground (mining efforts potentially destabilizing structures above the shafts).

Recently the Supreme Court widened the definition of public use to encompass just about any possible application in *Hawaii Housing Authority v. Midkiff* (1984). The decision makes it "difficult to imagine a

government-mandated purchase of private property, including those for resale to another private individual, that does not satisfy the public use restriction.” (Ulen, 7-8). In effect, this is a return to the concept that the government (king) owns the land and may take it at their whim or desire for whatever use it deems necessary. Interestingly, though, a recent lower court decision restricted a municipal use of eminent domain for a Florida state prison in *Basic Energy Corp. v. Hamilton County* (1995).

### Just Compensation

In taking property, the 5th Amendment requires Just Compensation. Depending on whether there is a complete, partial or temporary taking, determining the just compensation can be difficult. Further, if the taking actually, or is perceived to, increase the value of the property, there may be no compensation given.

In a complete taking, ownership of the entire property is transferred. If the property is part of a larger acquisition, such during the Alamodome project, entire homesteads may be taken. However, in some states, such as Michigan, even if a part of the property is wanted, a complete taking is required by law (Patel, 93). In a complete taking, fair market value of the property determines what will be Just Compensation.

A partial taking transfers only that part of the land that is needed. Compensation is given for the land taken, and any devaluation of the remaining land. The devaluation may include reduced access to a portion of the property (a rail line splits farmland) or noise (near an airport expansion). Determination of just compensation in these cases is subjective and may be offset by increased valuation from the taking (such as a roadway improving access to the land) using “implicit in-kind compensation” theory.

Temporary taking is used when access is necessary to property for a limited time. This could include the laying of a utility line, repair of a sewer or surveying. In many cases, the compensation is limited to repair or restitution for any damage that occurred. It may not result in any compensation if there was no harm or if the temporary taking resulted in increased market value to the property.

With the application of the 5th Amendment’s Just Compensation clause to the states, property owners have a method to receive reimbursement for their property taken by the states. Determination of the reimbursement is based on the fair market value; but in partial or temporary Takings, the value can be subjective. Further, compensation may be reduced if there is an actual or perceived increase in the value of the property. However, generally “the just compensation requirement directs that the government leave an affected property holder as well off in his property as in the absence of a taking” (Office of Legal Policy, 27).

### Due Process

The Due Process Clause provides a restraint to governmental action in an involuntary taking. A legal procedure and, if necessary, a court hearing is required before an exercise of eminent domain powers. However, the restraint is only procedural, not substantive (Office of Legal Policy, 77).

By following Due Process, the government has to comply with time consuming and, potentially, costly procedures to take property. In one instance, it took fifteen months before the Chicago Housing Authority could obtain access to certain parcels of land (Haar, 300). In a long term project, such as a new roadway, a “slow-take” may not be serious hinderance to the overall scheme and Due Process procedure followed. This allows the determination of just compensation prior to the transfer of property.

In 1931, the Federal Declaration of Taking Act authorized a “quick-take” procedure for Takings (Haas,

300). By using this method, a governmental entity takes the property immediately after placing a good-faith estimate of the property's value with the court (Gildan, 65). The fair market value of the taking is determined after the fact.

The addition of the quick-take to some extent subverts the Due Process Clause of the 5th Amendment. By allowing the government to take property without following procedure, the potential for abuse is present. However, if used with restraint, it is necessary in a society where the government has a duty to provide basic services. A case in point is Port St Lucie, Florida, and their quick-take of a private utility service that was unable to provide adequate service to the community.

## Conclusion

The power of eminent domain has undergone a number of changes since its codification in the 5th Amendment. It appears the original framers of the Constitution intended to have the land held by the citizens. The government was to only take the land for public use, with Just Compensation and by Due Process. However, this is no longer true.

With recent actions by the government, and decisions by the Supreme Court, the concept of public use has widened to encompass almost any Taking for any reason. Additionally, by using a quick-take, the government has the potential to take property without Due Process of law. The just compensation from a quick-take may not be received until months or years later, after a court determines a fair value. Further, the just compensation for a partial Taking may be reduced, or even eliminated, if the court feels that the Taking actually increased the value of the remaining property.

The potential for abuse by the government of its eminent domain power is very real. For those who have faith in a benevolent government, this increase in power is of little concern. However, for those who worry about an entrenched bureaucracy and a government that are self-perpetuating, the changes are alarming.

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# BY THE WATERS OF BABYLON

Issue 46

This subzine is published by  
Alan Levin, 8538 Lotus #416, Skokie, IL, 60077.

\* \* \* \* \*

"This is a good day to die. Follow me."

Low Dog, a Native American warrior at the Battle of the Little Big Horn, 1876

"It is a good day to die, Duras, and the day is not yet over."

-Worf, in "Sins of the Father"

\* \* \* \* \*

## PUBLISHER'S LOG

Good news for DS9 fans. All of the cast - except Terry Farrell - have signed contracts for a seventh season. DS9 will be back for a seventh season and my guess is that Dax will be there too.

I had hoped to be able to publish reviews for all of the current season's DS9 episodes in this issue but I was only able to finish my reviews on the first couple of episodes. I'm also trying a somewhat different format for my reviews. Please let me know what you think.

This month's edition of The Truth features a quiz from Steven McKinnon, the sci-fi trivia black belt whose previous quizzes have usually left me feeling like a sci-fi novice. I knew the answer to two of this month's questions.

TV Guide conducted a poll to choose the TV's Sexiest Stars. *They* received more than 20,000 responses. Their Top Ten were:

1. Jeri Ryan (*Star Trek Voyager's* 7 of 9)
2. Lucy Lawless (*Xena, the Warrior Princess*)
3. David Boreanaz (*Buffy the Vampire Slayer's* Angel)
4. Alyssa Milano
5. Jennifer Aniston
6. Jeremy London
7. Jenna Elfman
8. Dylan McDermott
9. Yancy Butler
10. Tie: Serena Altschul/James Brolin

## Star Trek: Deep Space Nine

### "A Time to Stand"

Summary: Three months after Starfleet's withdrawal from DS9, Dukat and Weyoun have made Terok Nor the Dominion's forward headquarters. Although the Cardassians and the Jem'Hadar are cut off from the Gamma Quadrant by the Wormhole's self-replicating minefield, Dukat is winning the war against the Federation.

Starfleet, unable to halt the Dominion advance, sends the Defiant's crew into Cardassian space aboard the Jem'Hadar ship which Sisko captured the year before. Sisko and the others use the captured Jem'Hadar ship to destroy the Dominion's only Alpha Quadrant storage facility for Ketrecel White but their ship is badly damaged in the attack and unable to return to Starfleet's lines.

Notes: An interesting sequel to last season's "The Ship." Also, Dukat and Weyoun have several good scenes aboard Terok Nor.

\* \* \*

### "Rocks and Shoals"

Summary: Sisko's crippled ship limps into a nebula in a futile attempt to evade a Jem'Hadar attack ship. Both ships are wrecked when they crash into an uninhabited planet. Nog and Garak are captured by the Jem'Hadar survivors. Keevan, the badly injured Vorta, interrogates Garak and learns that one of the stranded Starfleeters is a doctor. Keevan then orders Third Remata'Klan, the Jem'Hadar commander, to find the other Starfleeters and offer to free Garak and Nog if Bashir will treat the Vorta's wounds and Sisko will meet with him.

Sisko accepts Keevan's offer. After Bashir heals the Vorta's injuries, Keevan tells Sisko he is nearly out of White and that a lack of White will drive the Jem'Hadar insane. The Vorta then tells Sisko that he will order the Jem'Hadar to attack the Starfleeters the next day. Keevan offers to surrender himself and his damaged communicator to the Starfleeters if they help him by ambushing and killing all the Jem'Hadar.

The following morning, Sisko warns the attacking Jem'Hadar of their Vorta's treachery, informs them that Bashir can help them survive the lack of White and asks them to foil Keevan's plan by surrendering. The Jem'Hadar are unsurprised by the Vorta's betrayal and undeterred from following the Vorta's orders. They launch their attack and are all killed.

Aboard Terok Nor, Major Kira, the Bajoran Militia liaison officer to the station's Dominion rulers, has fallen into a tolerable routine despite her loathing for Dukat and the Dominion. When Kira learns that Vedek Yassim is planning on leading an anti-Dominion demonstration on the Promenade, Kira tries to convince the Vedek not to provoke the Dominion. The Vedek responds by reminding Kira that the Prophets said that "Evil must be opposed" and the Dominion is evil. When the Vedek asks Kira how she will oppose the Dominion, Kira points out that Bajor is in no position to oppose the Dominion.

The following day, when Kira and Odo are patrolling the Promenade, Vedek Yassim appears on the Promenade's second story, declares "Evil must be opposed" and leaps to her death. Within a

day, Kira and Odo form a resistance cell.

Notes: Another great episode with a heroic Jem'Hadar soldier and his treacherous Vorta leader. Vedek Yassim graphic suicide was a stunning scene.

Neat lines: Third Remata'Klan: "I understand."

Keewan: "No you don't. But that's all right. It's not important that you understand. Only that you carry out my instructions precisely."

Third Remata'Klan: "Obedience brings victory and victory is life."

Third Remata'Klan: "He does not need to earn my loyalty, Captain. He has had it from the moment I was conceived. I am a Jem'Hadar. He is a Vorta. It is the order of things. It is not my life to give up Captain and it never was."

Third Remata'Klan: "Our death is glory to the Founders."

\* \* \* \* \*

## THE TRUTH IS OUT THERE

### Quiz 34

"By any other name"

Participants:

Steven McKinnon (SM),  
W. Andrew York (WAY)

1. Rene Auberjonois - H. Benson

SM: Rene Auberjonois - H. Benson With Ethan Phillips! [Correct]

WAY: Rene Auberjonois - H. Benson [Correct]

2. Megan Gallagher - G. Hill Street Blues

SM: Megan Gallagher - G. Hill Street Blues Brent Spiner also appeared once [Correct]

WAY: Megan Gallagher - A. Working Girl

3. Lance Henriksen - E. Near Dark

SM: Lance Henriksen - E. Near Dark Darren McGavin on next Millennium! [Correct]

WAY: Lance Henriksen - E. Near Dark [Correct]

4. Darren McGavin - C. Turk 182

SM: Darren McGavin - C. Turk 182 with Kim Cattrall [Correct]

WAY: Darren McGavin - C. Turk 182 [Correct]

5. Robert Picardo - B. The Wonder Years

SM: Robert Picardo - B. The Wonder Years Also on China Beach, of course [Correct]

WAY: Robert Picardo - B. The Wonder Years [Correct]

6. Brent Spiner - D. Night Court

SM: Brent Spiner - D. Night Court Also on Cheers [Correct]

WAY: Brent Spiner - D. Night Court [Correct]



7. Patrick Stewart - F. Lady Jane

SM: Patrick Stewart - F. Lady Jane Awful movie [Correct]

WAY: Patrick Stewart - F. Lady Jane [Correct]

8. Nana Visitor - A. Working Girl

SM: Nana Visitor - A. Working Girl with Sandra Bullock, maybe ?! [Correct]

WAY: Nana Visitor - Hill Street Blues

Scores:

Steven McKinnon: 8 points;

Andy York: 6 points

\* \* \*

Quiz 35

by Steven McKinnon

"We need ... information."

1. In *The Time Machine*, how does Rod Taylor hear Earth's future 'history'?
2. In *Brazil*, how does Michael Palin perform information retrieval?
3. In *Dune*, the novel, information is passed via distrans. What is distrans?
4. Name the Ralph Fiennes movie centering on an illicit Virtual Reality recording of a murder?
5. *Rollerball* features a computer based on what memory storage system?
6. How does William Hurt 'remember' primal man's experiences when in isolation tanks in *Altered States*?
7. In *Zardoz*, a community's computer communicates with people through what personal objects?
8. In *An American Werewolf in London*, how does David Naughton hear about his lycanthropy?

The deadline for this quiz is one week before Doug's deadline for his games.

\* \* \* \* \*

ANOTHER BY ANY OTHER NAME

Darren McGavin: Played Carl Kolchak, the Independent News Services's Night Stalker, on the show of the same name. He played Henry Black, the father of Frank Black, on a *Millennium* episode entitled "Midnight of the Century." He also appeared repeatedly on TNT when the cable network broadcast *A Christmas Story* twelve times in a row on Christmas.

Kristen Cloke: She played a Marine on *Space: Above and Beyond* and a reincarnated lover of Fox Mulder on *X-Files*. She played a member of the *Millennium* group in the "Midnight of the Century."

## On the Shores of Loch Shiel #25

Sci-fi Reviews by Steven McKinnon  
1626 5th Avenue, Troy, NY 12180 - Seska@ix.netcom.com  
www.geocities.com/Area51/Corridor/6466

### KANLY!

Feel the slip-tip slide between your ribs! Cut your foe apart with a lasgun! Slide down the slipface of a dune and leap aboard Shai'Hulud! Roger Cox is hosting a game of Avalon Hill's **DUNE** in Paul Kenny's 'zine **Absolute!** I am already signed up, awaiting my chance to teach you a thing or two about the art of vendetta. Contact Roger Cox at: 57 Coastline Drive, Inman, SC 29349-9655. Get **Absolute!** from Paul Kenny at the address at the back of **Maniac's Paradise**.

### By Any Other Name

**Megan Ward** - was Kim Sayers on NBC's **Dark Skies**, which explored the concept that most of this century's major events are linked to alien infiltration. She can now be seen on a regular basis on "Melrose Place". So, too, can **Kelly Rutherford**, who played Caitlin Byrne, a reporter on **Kindred: The Embraced**. In fact, the show's become a sci-fi dumping ground. **Alyssa Milano** is a regular who appears in all sorts of cheap, straight-to-video horror/slasher films. And a recent episode also starred **Salome Jens**, who recurs as a female shapeshifter on **DS9**. That episode also starred **Dey Young**, who appeared on **DS9** as Arissa, a spy who falls for Odo in "A Simple Investigation".

**Alice Krige** - was the Borg Queen in **ST:FC** and was a shapeshifting vampire in the underrated **Stephen King's Sleepwalkers**. She was doubly victimised in the tv movie "Indefensible: The Truth About Edward Brannigan". She played a 3rd grade teacher raped by Brian Dennehy and then raked over the coals by the press.

**Robia la Morte** - plays Jenny Calendar, the witch/computer teacher on WB's **Buffy the Vampire Slayer**. Pay attention the next time you see an advertisement for Mitsubishi cars, and you may spot her driving about in one!

**John Gegenhuber** - played a couple of Kazon on **Voyager**. He was Kelat in a couple of episodes and Tierna, the humanoid-bomb, in "**Basics, Part 1**". He recently appeared on "The Pretender" as a plastic surgeon roped into deception by an ambitious colleague.

**Voyager** - is no longer the highest-rated WB-UPN show on a regular basis. That title normally goes, now, to WB's "7th Heaven", the Monday night lead-in to **Buffy**. (For now, **Buffy** is moving.) "7th Heaven" is a family drama driven by two **STrek** alumni: Stephen Collins played Decker in **ST: TMP** and Catherine Hicks was Gillian the Whale Queen in **STIV: TVH**.

**Justina Vail** - made my runners-up list of tv sci-fi babes as the Unholy Spirit on **The X-Files**. She appeared in the **Highlander** tv episode "Justice" as an immortal. Shown throughout time, she appeared in mediæval dress, in casual attire with long dark hair, and in tight black clothes with... red hair. Ahh!!

### Voyager

#### "Random Thoughts"

We were a nasty bunch in school. A group of dormmates who always sat together in a large group at mealtimes, we tagged everyone with a nickname. One young woman was distinctive only in her indistinctiveness. Neither attractive nor unattractive, she was balanced perfectly on the point of plainness. Her total averageness between a rating of 0 (for supernaturally ugly) and 10 (the perfect woman) earned her the nickname "Five point zero, zero, zero, zero, zero," or 5.00000. "**Random Thoughts**" and its successor, "**Concerning Flight**", are **Voyager's** most plain, average entries thus far, neither interesting nor bad.

While **Voyager** crew are taking a shore leave on the Mari homeworld a

native bludgeons a fellow Mari to death. This is unusual, as the telepathic Mari have eliminated violent thoughts. Investigation indicates the act was spurred by a thought in Lt. Torres' mind. Such thought is illegal, and Torres is arrested.

Tuvok digs a little deeper and finds an underground trading in violent thoughts. He shows that Torres did not pass on the violent thought, and she is spared a full memory-erasure.

This is the mundane sort of garbage I expect to see in a **TNG** episode, not on **Voyager**. The episode combined the "Crewmember falls prey to Silly Alien Law" episode with the "Alien society thinks it's enlightened, like us, but isn't" episode.

Particularly galling is this episode's refusal to mention Lon Suder though presented with two chances to do so. Tuvok discusses using the brig with Mari Chief Investigator Nimira. The brig's most notorious usage was to keep Suder after he murdered Frank Darwin. And Tuvok also discusses violence, and the base nature of violence. He discusses how much he has learned about it. Well, we know from "**Meld**" that Tuvok gained his greatest insights from Suder. A sinful omission about which I am furious.

Gwynyth Walsh plays Nimira, the Mari investigator. She's a **TNG** alumna, having played B'Etor in the Klingon succession episodes and **Star Trek: Generations**.

Although it's common for military personnel to call a Lieutenant Commander 'Commander', and for Lt. Colonels to be called 'Colonel' by others, in this episode Tuvok identifies himself as "Commander Tuvok". I find that uncharacteristic and sloppy work. Tuvok would certainly be exacting in this.

Purely mediocre.

**McKinnon Grade: 5.00000**

### "Concerning Flight"

Ugh. Here's a silly analogy. Imagine you have a bottle of soda. It's soda you don't particularly like. You usually

drink it from a bottle. But today you pour it into a glass. Guess what? It still tastes the same: not very good. That's the way it is with holodeck episodes. Take the holocharacters outside the holodeck and you've still got a poor piece of work.

**Voyager** is 'mugged' by technothieves. Using a clever sensor-transport they steal a number of **Voyager's** technologies, including the computer's main processor.

**Voyager** tracks the thieves to a planet and finds the Leonardo da Vinci holocharacter there using the mobile emitter stolen earlier. Janeway and da Vinci manage to recoup the processor and make good their escape.

John Rhys-Davies did some excellent work as da Vinci. When his character is either in the background or otherwise not central to the dialogue he infuses da Vinci with all sorts of mannerisms. He curiously fiddles with objects, becomes distracted with action in the scene's background and keeps busy.

In the da Vinci lab on planet there is some great use of stereo. There's a beeping that occasionally puts forth from the right channel that got me to mute the stereo and check my answering machine.

Otherwise, this is more crap. The roundabout excuses for keeping da Vinci on the planet and the crappy throwaway scenes of major characters galled me.

**McKinnon Grade: C+ (Rhys-Davies earns the +)**

### "Mortal Coil"

Sometimes, people surprise me. I send **Voyager** and **DS9** tapes to a friend who doesn't get those shows on t.v. The rules: if it's a **Voyager** that I like, I send it to him. If the **DS9** has lots of shooting / f/x in it I send him a copy. On seeing recent **Voyagers** his first comment was: "Jeri Ryan is a babe." No surprise there. But his next question surprised me, considering his relative lack of interest in the show: "How is Neelix getting along without Kes?" A week later "**Mortal Coil**" airs and we get the

answer.

On a mission with Paris and Chakotay to gather some protomatter (used by David Marcus to make Genesis work in STILTSFS) Neelix is killed. He is revived by Seven of Nine using nanoprobes and assimilated Borg methods.

Initially happy to be alive again Neelix soon becomes depressed. He saw/experienced none of the Talaxian afterlife he'd believed in all his life during his 18+ hours of death.

Neelix takes up Chakotay's offer of counsel, and using the commander's Akoonah he goes on a visionquest to seek answers. "You know what you must do," say all the figures in his vision. Neelix doesn't consult Chakotay on the meaning of this, accepting it as urging him to suicide. Chakotay talks him out of it.

There are a couple of minor problems here. For Neelix, of all people, to consider suicide would indicate severe mental depression and a need for prolonged/intense therapy. I suspect we'll never hear about it again.

And now that we know Seven of Nine can revive those dead up to 18 hours from damage as severe as protomatter burns the threat to any crewmember's life must escalate in future. Surely noone need fear simple asphyxiation, phasering, falls and the like. Only vapourisation and such need worry anyone, now.

And, let's face it, for Neelix to have a vision of his friends, family and loved ones without Kes appearing is absolutely ludicrous. Ah, well, the Real World interferes with fantasy once more.

But there is also much to like here. There's a strong sense of Neelix' loneliness throughout this episode. Janeway's the only one who knows anything at all about Talaxian mortuary practice. Neelix has noone to go to when this faith is shaken other than Chakotay, whom we can expect has told everyone to talk to him when they need a sympathetic ear.

The biggest factor in this episode is what's missing. Everything that Neelix does points to the absence of Kes.

She's not in sickbay when he's injured; she's not there for him to confess his shaken faith to; she's present only as the flower in his medicine bundle; her pragmatism and friendship are missing as counsel in his time of need. It's obvious that she's the one to whom he'd have gone, were she still aboard. And on top of it all I realised that I miss her, too. (So, I watched "**Wardord**" and "**Elogium**".)

There are some good questions about faith, too. How does one react when belief in an Afterlife is shown false? What legacy of Theology do we pass on to later generations, the doctrine or our personal take on that doctrine? How long does a body have to be dead to have 'passed on' other than in a medical sense?

We get to find out the name of Baby~ Wildman~! It is Naomi~. Also, of course, since she was born 2 seasons ago, yet looks 5-6 yrs old, her accelerated growth is blamed on her alien father's Ktarian genes.

We also get our first set of Torres-cheat scenes. Roxann Dawson is noticeably pregnant, so Torres is seen only from the shoulders up, or, in one mess hall scene, seated way, way, way in the background.

There's one great line in this episode. When Neelix is told that Seven of Nine is responsible for his rebirth, and that nanoprobes were used, he scrunches up his face and says, "Nanoprobes? Well, as long as I don't start assimilating the crew I suppose everything will be alright." I can't picture Neelix assimilating anything more dangerous than a recipe.

Much better than I expected.

**McKinnon Grade: B+**

### Movie Review

### Alien Resurrection

These people should be ashamed of themselves. Despite all the warning signs that they were headed for a disastrous waste of time, Fox let a group of entirely unqualified personnel make this

movie, a virtual lock for Greatest Disappointment since Escape from L. A.

Ellen Ripley, our favourite Warrant Officer (they call her Lieutenant in this film) is cloned 200 years after her death. Within the clone is an alien, and that's what the United Systems Army (i.e. The Company) really wants.

Guess what? Yep, the alien is a queen whose offspring escape. Ripley, given some alien characteristics via genetic melding, must escape the vessel and destroy it before the aliens on board can get to Earth.

Okay, ready for the bad news? This movie was utter crap. First, a look at the qualifications:

Sigourney Weaver: a great actress who's done superb work as Ripley, wouldn't make the film without Executive Producer credit and responsibility. Her previous production experience: none.

Winona Ryder: has a reputation as an actress who can get a film made, for some reason. She hasn't had a hit movie since... Beetlejuice. 10 years ago.

Jean-Pierre Jeunet: directed the artistic, yet boring City of Lost Children. Just as Alien<sup>3</sup> was directed by the artistic yet consumed-with-profanity David Fincher, whose resume prior to that was Madonna videos.

Joss Whedon: wrote the screenplay. His previous work includes the tv and film versions of Buffy the Vampire Slayer (good teen material, but the adult content is weak) and, wait for it... Waterworld. Well, I guess he is qualified to write crap!

Weaver previously expressed disappointment that the maternal angle was cut from Aliens and that Newt's character was killed during the credits for Alien<sup>3</sup>. So, she pushed for the maternal here: her DNA crosses with that of the alien queen to produce a Death's Head alien offspring which licks Weaver's face lovingly and howls mournfully at her betrayal. But the ridiculousness of this alien family is almost embarrassing.

Ripley's supposedly an alien-human halfbreed. But despite her use of

strength and acid-blood to escape her cell early in the film she never uses her alienness. Well, she spends a lot of the film stopping in her tracks and sniffing the air, if that counts.

Whedon's screenplay is singularly unimaginative. He displayed originality in his children's work before, like Toy Story, but he can't write an adult action flick. Everyone has a smart-ass comment after they kill something (where have I seen that before?) The two characters who hate one another come to be best buddies (where have I seen that before?) Characters we think dead make miraculous and timely recoveries (wow, that is original.)

The SFX are dismal. Many times there's a smoke effect: digital smoke overlaid on screen. Every time it looks fake, far from seamless and will be even more obvious on television.

Despite Brad Dourif's appearance as, well, Brad Dourif (!) this was a total waste of money, both Fox' and mine. I went home and watched Alien and Aliens to cleanse myself of the stink of this garbage.

**McKinnon Grade: D-** (Dourif saves it from an F)

### The Ultimate Computer

#### **Age of Empires**

Microsoft, W95/NT, \$45-\$55

To more easily interact with humanity the Borg rendered Jean-Luc Picard into Locutus. Locutus was meant to put a face to the nameless/faceless Borg collective. Similarly, the Voyager character Riley Frazier and the FC foe Borg Queen personalised the most impersonal of races. Last August I travelled to Seattle, to visit my family, where I met Mike, a fellow Englishman, drinking mate of my sister, and a programmer at Microsoft. Mike put a friendly face to the proto-Borgian Microsoft, the Gates Monopoly-in-progress, and because of him I tried this excellent entry in the 4E/Real Time gaming library.

In my review of Heroes of Might and Magic II and Warcraft 2 gaming on the internet I discussed their differences as 4E and Real Time games. AoE is both, essentially looking at first like a

combination/rip-off of **Civilisation** and **Warcraft**. What you quickly realise is that it is a very, very well-done combination/rip-off.

From humble beginnings (a town centre and three villagers) gamers must build an empire through the tool, stone, bronze and iron ages. Their military will grow from clubs and bows to phalanxes, legions, mailed cavalry and religious conversion. Technology progresses from the early plough to smelting and metallurgy, heavy fortification and ballistics.

What really sets **AoE** above mere copycat status is its breadth. Players choose from 12 ancient cultures, reaping the benefits or suffering the penalties of each.

To choose Egypt is to gain greater riches, to control strong chariot forces. But Egypt lacks the powerful infantry and siegecraft to take down vast citadels. Greece builds faster ships and the mobile phalanx, but has the weakest archery forces in the game. Assyria is strong in the early game, her workers move faster, her archers fire faster than enemy men. But in the late game Assyria has no strong ground forces to hold off assaults.

**AoE** requires you to play to the strengths (both military and technological) of your culture and to exploit the weaknesses of your opponent's. Wood, gold, stone and food are all collected and used to build an empire. Surplusses can be traded to other players/factions to reap benefits from overproduction.

There's plenty of lovely graphical work in this game. Foraging villagers hack at berry bushes, load baskets and strain under the weight on their way back to the granary. Cavalry horses trot into battle, their riders jouncing with every step. Catapults splinter and fall apart when destroyed.

**AoE** allows text editing of both computer AI files and personality files, allowing you to upgrade the PCs performance and behaviour. The game also allows multi-player gaming, via the usual methods. There are already over 30 online sites where strategy, tips, hints, stats and numbers, opponents and game materials:

scenarios and whole campaigns, can be found. Potential potentates are encouraged to try the Demo (it's large, but enjoyable) and to contact me for more information.

Demo:

<http://www.microsoft.com/games/empires/downloads.htm>  
**McKinnon Grade: A**

### **Buffy the Vampire Slayer**

**What's my Line?** - introduces a second slayer, Kendra. Activated when Buffy was dead (and subsequently revived) Kendra arrives at a timely moment. Buffy is being stalked by a group of assassins and Spike is looking to exact revenge on Angel and cure Druscilla.

I liked the idea of a second slayer, and the different approaches of the two Slayers made for some fun. But the actress playing Kendra couldn't decide if she wanted an African or Caribbean accent. I don't even think she realised there is a difference. She (Bianca Lawson) was very attractive, and a Class A asskicker, but when she spoke, I winced.

I enjoyed the plotline about sacrificing Angel to cure Druscilla, although was there anyone who thought Angel was going to die? Didn't think so. But now that she's somehow cured anyway, I'm looking forward to Druscilla's depravity. She's a honey, but there's something decidedly unsexy about mental incompetence.

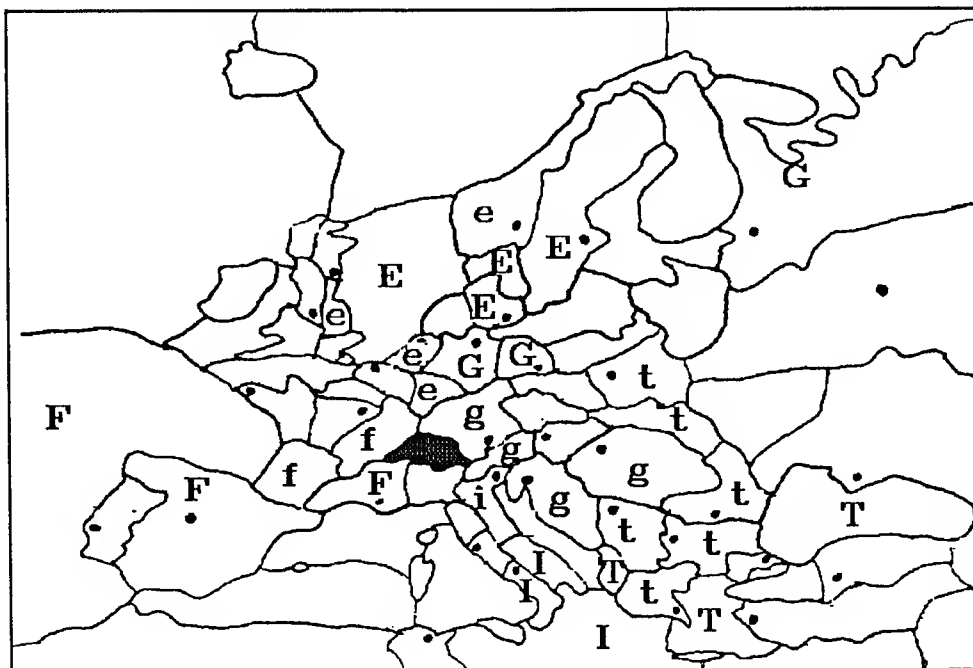
A bit on the side: while scared witless, Xander and Cordelia engage in a clutch. I didn't think I'd like that, but it was fun.

**Ted** - was a case of smoke and mirrors. Getting John Ritter to show up on the programme doesn't mask the ridiculous plotline. A guy from the 50s is so unhappy about his girlfriend leaving that he makes a robot that can 'bring his girlfriend back' essentially forever? Huh? What a load. We already had a robot episode, guys.

A very funny moment: Xander asks Cordelia if she wants to go make out in the supply closet. "Is that all you think about!?!?" she asks. Then, after a pause, "Okay."

## Diplomacy 22, Pop Goes the Weasel, 1995F, W 14/S 15

*"Unless Kiel is vacated, Russia has finally fallen."*



*England (Holley):* Bld A Lon, A Edi..A Bel-Ruh, A Hol S A Bel-Ruh, A Edi-Nwy, F Nth C A Edi-Nwy, F Swe S A Edi-Nwy, F Nwy-Ska, A Lon-Yor, F Den S R. A Kie.

*France (Scharf):* Bld A Bre..A Bre-Gas, A Par-Bur, F Mar H, F Spa(nc) H, F Por-Mid.

*Germany (J. Schultz):* F Hel-Kie, F Ber S F Hel-Kie, A Mun S F Hel-Kie, A Vie-Tyr, A Tri S A Vie-Tyr, A Bud S A Tri, F StPnc) U.

*Italy (Milewski):* Ret A Vie-OTB, Bld F Nap..F Nap S F Tyn-Ion, A Tyr-Ven, F Ven-Adr, F Tyn-Ion.

*Russia (Lurz):* A Kie H.

*Turkey (R. Schultz):* A Ukr-Gal, A War S A Ukr-Gal, A Rum S A Ukr-Gal, A Bul S A Ser, A Ser S F Alb-Tri, F Alb-Tri, F Aeg-Gre, A Gre-Alb, F Bla S A Rum.

Now Proposed - E/G/T

PRESS

*Germany - New Turkey:* Are you looking for a good ally? I could be he!

## Diplomacy 24, Number Please, 1996P, W 10/S 11 Delayed

*"Game delayed by Canadian player."*

*As I stated last issue, any game where a Canadian player did not submit orders would be delayed one issue. Here is the pervious adjudication (without press) in case you need it again. Bill McCullam will be the new Austrian player of record.*

## Diplomacy 24, Number Please, 1996P, F 10

*"Aside from the Austrian NMR, things are very uneventful."*

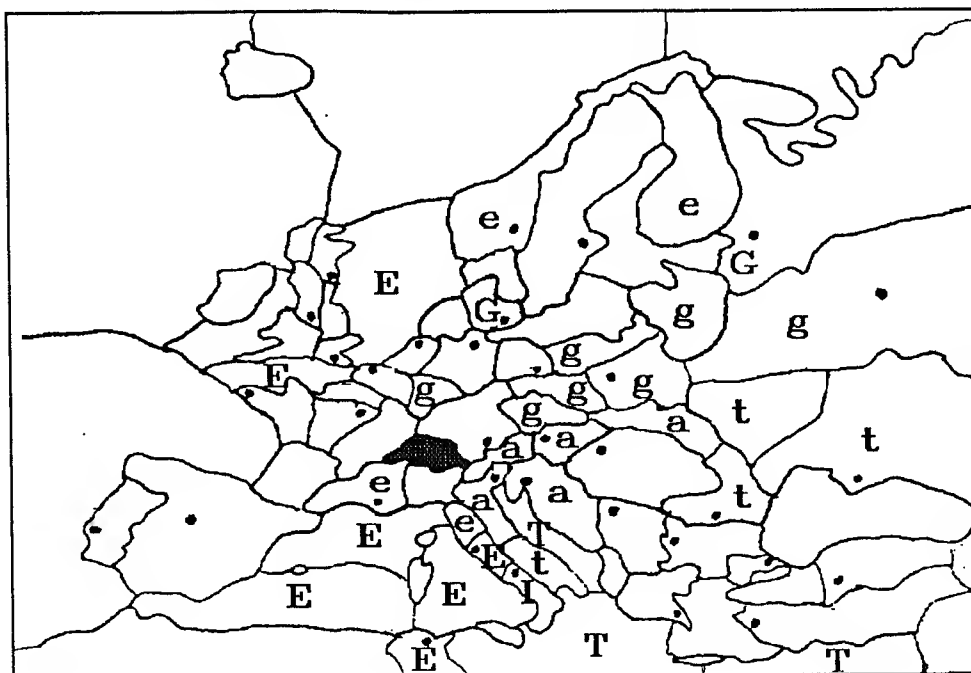
*Austria (Toush/McCullam):* NMR! A Tri U, A Tyr U, A Ven U, A Vie U, A Gal U.

*England (Wiedemeyer):* A Nwy H, F Nth H, F Ech H, F Wme S F Lyo-Tyn, A Mar H, F Lyo-Tyn, A Tus S G. A Pie-Ven(NSO), F Tyn-Nap, F Rom S F Tyn-Nap, F Tun-Ion, A Fin H.

*Germany (Zarr):* NRR, ret A Tyr-OTB..F StP(sc) H, F Den H, A Lva S A Mos, A Mos S A War, A War S A Sil-Gal, A Sil-Gal, A Ber-Pru, A Mun-Boh, A Kie-Ruh.

*Italy (CD):* F Nap U.

Turkey (Spiel): A Apu S F Ion-Nap,F Ion-Nap,F Adr-Ion,F Eme S F Adr-Ion,A Rum S A. A Gal,A Ukr S A. A Gal,  
A Sev S A Ukr.



Supply Center Chart

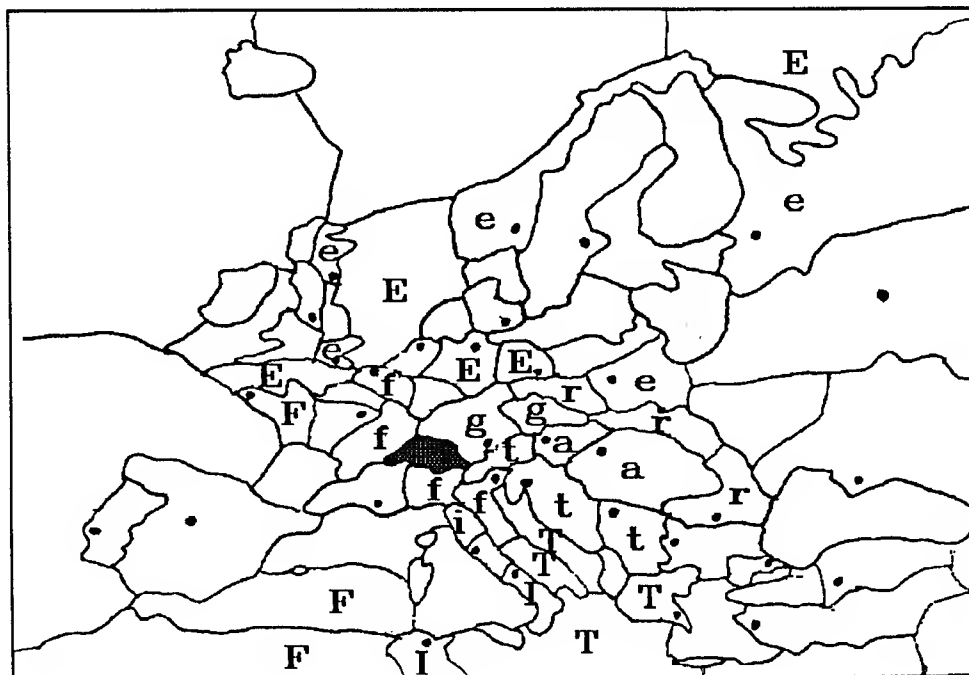
Austria  
England  
Germany  
Italy  
Turkey

Vie,Tri,Bud,Ser,Ven=5  
Lon,Lvp,Edi,Bel,Spa,Por,Bre,Nwy,Mar,Tun,Rom=11  
Kie,Mun,Ber,Den,Hol,Par,Swe,War,StP,Mos=10  
Nap=1  
Con,Smy,Ank,Bul,Rum,Sev,Gre=7

Even  
Even  
Build 1  
Even  
Even

## Diplomacy 25,Pattycake Pattycake,1996AW,W 07

"Winter only by player request."



Austria (Wiedemeyer): Has A Vie,A Bud.

England (Broemer): Bld A Lon,A Edi..Has A Lon,A Edi,F Nth,F Bar,F Ech,F Ber,F Kie,A Nwy,A StP,A War.

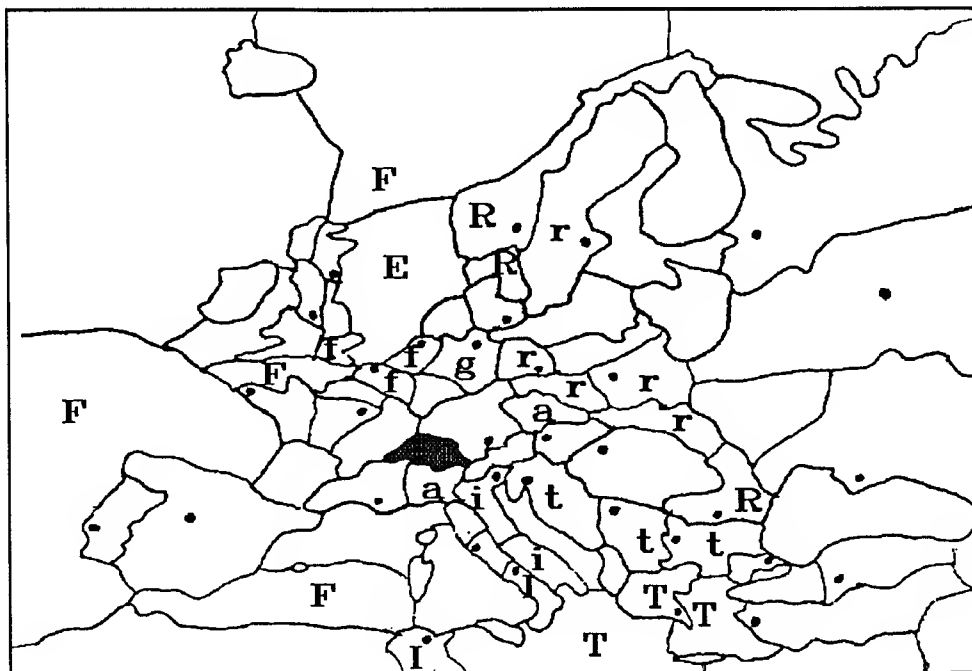
France (R. Davis): Bld F Bre..Has F Bre,F Naf,A Ven,A Bel,F Wme,A Pie,A Bur.



Germany (J. Schultz): Ret A Hol-OTB..Has A Boh,A Mun.  
 Italy (Bardach): Has F Nap,F Tun,A Tus.  
 Russia (R. Schultz): Rem F Bla..Has A Sil,A Gal,A Rum.  
 Turkey (Zarr): Has F Apu,F Ion,F Gre,F Adr,A Tyr,A Tri,A Ser.

## Dip 26, Looks the Same/Tastes the Same, 1996HM, F 05

"Italian NMR results in absolutely nothing."



Austria (McCullam): Ret A Tri-Tyr..A Tyr-Pie,A Vie-Boh,A Gal S A Vie-Boh(ret Bud,Vie,OTB).  
 England (Narhi): NRR! Ret F Nat-OTB..F Swe-Den(ret Bal,GoB,OTB),A Hol H,F Lon-Nth.  
 France (Grabar): F Nat-Nwg,F Iri-Mid,A Wal-Lon,F Ech S A Wal-Lon,F Wme-Tyn,A Ruh-Hol,A Bel S A Ruh-Hol.  
 Germany (Scharf): A Ber S A Mun-Kie(ret Mun,Pru,OTB),A Mun-Kie.  
 Italy (Dorneman): NMR! A Ven U,A Apu U,F Nap U,F Tun U.  
 Russia (Zarr): A Fin-Swe,F Nwy S A Fin-Swe,F Ska-Den,A Kie-Ber,A Sil S A Kie-Ber,A Ukr-Gal,A War S A Ukr-Gal,  
 F Rum H.  
 Turkey (B. Wilson): A Con-Bul,A Ser S A Tri,A Tri S G. A Mun-Tyr(NSO),F Ion-Tyn,F Aeg S F Gre-Ion,F Gre-Ion.

Would Paul Milewski standby for Italy?

### Supply Center Chart

Austria	Vie,Bud=2	Remove 1
England	Edi=1	Remove 1
France	Bre,Par,Mar,Por,Spa,Lvp,Lon,Bel,Hol=9	Build 2
Germany	Kie,Mun=2	Even
Italy	Ven,Nap,Rom,Tun=4	Even
Russia	War,Mos,Sev,Stp,Nwy,Swe,Den,Ber,Mun=9	Build 1
Turkey	Con,Smy,Ank,Bul,Ser,Gre,Tri=7	Build 1

PRESS

Russia - GM: You know, my position in this game is not as bad as I first thought it was!

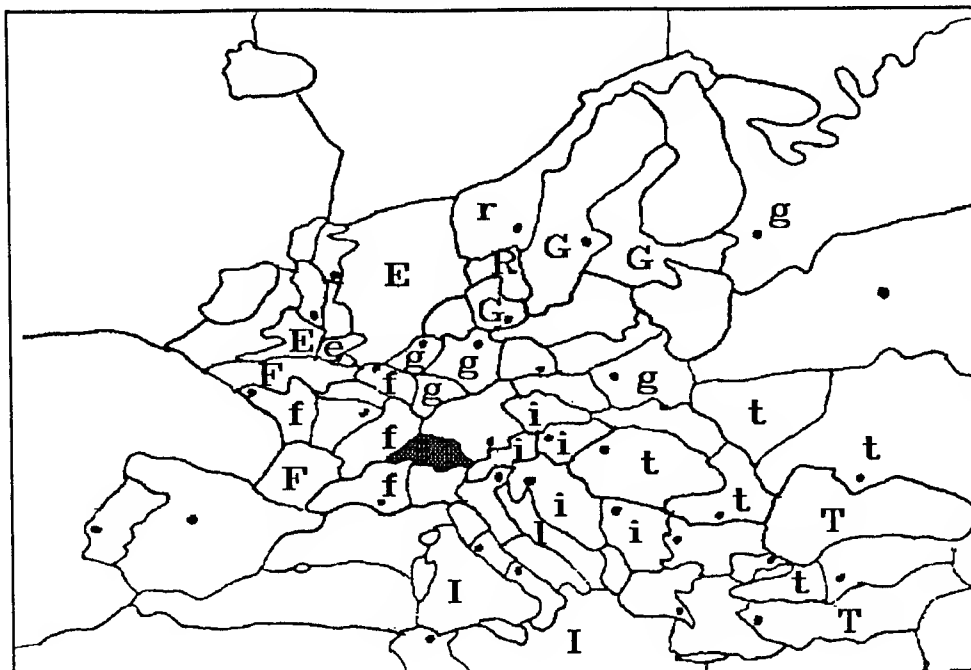
Germany - Russia: Patience my friend, wait a game year, maybe two, and those Turkish fleets will be too far away to block your moves. I would suggest strong protestations of innocence and no false moves for that period of time.

Russia - Germany: Yeah, I owe Turkey big time. Don't you wish I owed you as well?

Germany - Turkey: Upon reconsideration, I'd say it looks like a strong R/T to me. You can rest easy.

## Diplomacy 27, You Have Just Been Poisoned, 1997C, W 05

*"Winter only by player request."*



*England (Lurz):* Ret F Nwy-Nth..Has F Nth,A Lon,F Wal.

*France (K. Wilson):* Has F Gas,A Mar,A Bur,A Bel,A Bre,F Ech.

*Germany (R. Davis):* Ret A Bel-Hol,A Bur-Ruh,Bld A Kie..Has A Hol,A Ruh,A Kie,A War,F GoB,F Swe,A StP,F Den.

*Italy (Goesle):* Has F Ion,F Tyn,F Adr,A Boh,A Tyr,A Vie,A Tri,A Ser.

*Russia (Grabar):* Has A Nwy,F Ska.

*Turkey (York):* Bld A Con..Has A Con,A Sev,A Rum,A Bud,F Bla,F Smy,A Ukr.

### PRESS

*Dip 28 Austria - Italy:* What am I going to do about it? I'm going to sic my old otadies Kevin Wilson and Rick Davis on you. Get him, boys! And if they can't handle you, I'll make somebody NMR and force Doug to call me in as a standby. Mohahahaha.

## Diplomacy 28, I am a Free Man, 1997R, W 03/S 04 Delayed

*"Game delayed by Canadian player."*

*As I stated last issue, any game where a Canadian player did not submit orders would be delayed one issue. Here is the pervious adjudication (without press) in case you need it again.*

## Diplomacy 28, I am a Free Man, 1997R, F 03

*"France and Turkey seem to be on the ropes, although the African campaign looks interesting."*

*Austria (O'Kelley):* A Bud-Gal,A Vie-Tri,A Ser-Tri,F Gre-Aeg,A Alb-Gre,A Bul S R. F Bla-Con.

*England (Bardach):* F Ska-Nth,F Ech-Bre,F Mid-Por,A Nwy S G. A Swe.

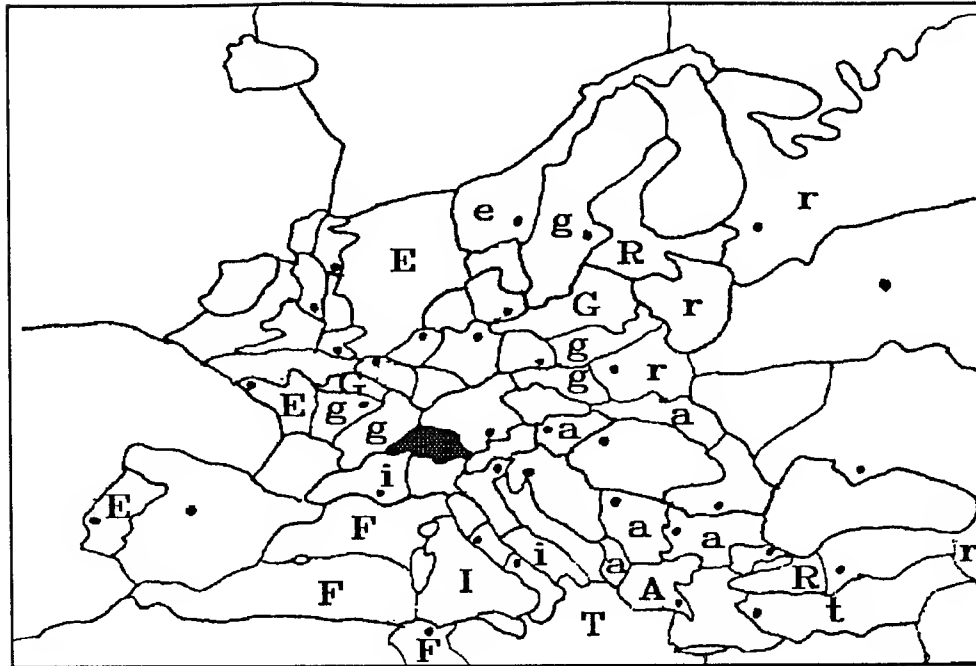
*France (Zarr):* A Par-Bre,F Lyo-Tyn,F Wme S F Naf-Tun,F Naf-Tun.

*Germany (Spiel):* A Pru-Lva,A Swe S E. A Nwy,F Bal S A Swe,A Mun-Sil,A Gas-Par,A Bur S A Gas-Par,  
F Pic S E. F Ech-Bre.

*Italy (Hagy):* A Ven-Apu,A Mar H,F Tun H(ret Ion,OTB),F Tyn S F Tun.

*Russia (Heath):* Ret F Swe-GoB..F GoB S A StP-Lva,A StP-Lva,A Fin-StP,A Ukr-War,A Arm-Smy,F Bla-Con.

*Turkey (Wiedemeyer):* F Ion-Adr,F Con-Aeg(ret Ank,OTB),A Smy-Con.



Supply Center Chart

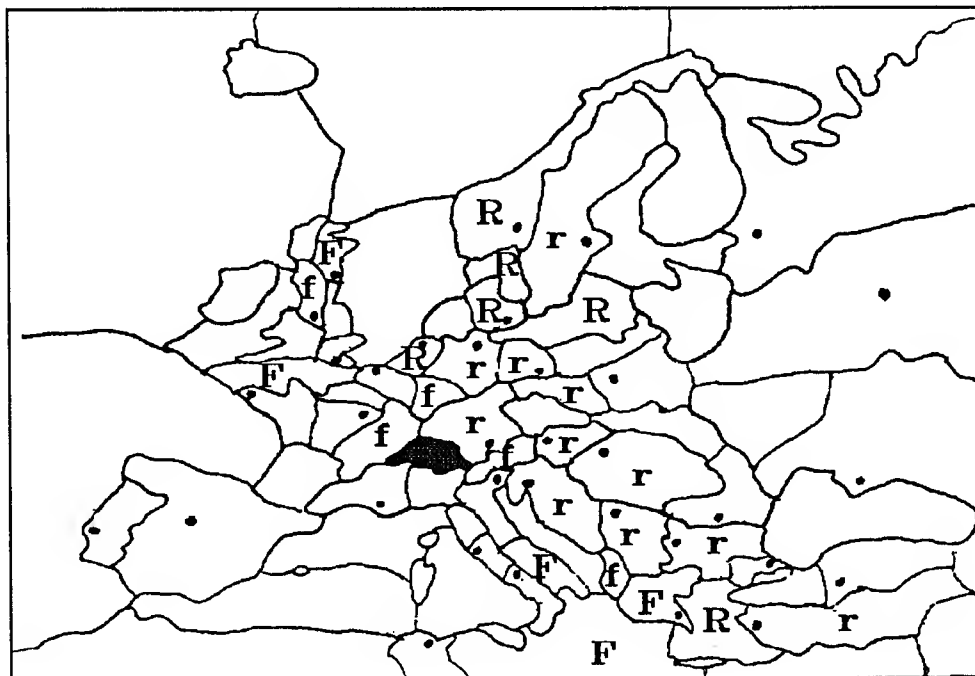
Austria  
England  
France  
Germany  
Italy  
Russia  
Turkey

Tri,Vie,Bud,Ser,Gre,Bul=6  
Lon,Lvp,Edi,Nwy,Bre,Por=6  
Spa,Tun=2  
Kie,Mun,Ber,Hol,Bel,Den,Swe,Par=8  
Ven,Nap,Rom,Mar=4  
War,Sev,Mos,StP,Rum,Con=6  
Smy,Ank=2

Even  
Build 2  
Remove 1  
Build 1  
Even  
Even  
Remove 1

## International Dip 1,Seltzman,1994AW,W 09/S 10

*"Disaster! Does French NMR secure Russian win?"*



*England (Grose):* Rem F Ska,F Hel..A Den-Kie.

*France (Whyte):* NMR! Ret F Nth-OTB,plays 4 short..F Edi U,A Lvp U,F Ech U,A Hol U(ret Bel,OTB),A Ruh U,  
A Bur U,A Tyr U,A Tri U(ret Ven,OTB),A Alb U,F Apu U,F Ion U,F Gre U.

*Russia (J. Schultz):* Bld F StP(nc),A War..F Bul(sc)-Aeg,A Con-Bul,A Smy H,A War-Sil,F Nwy-Ska,F Swe-Den,  
F Bal S F Swe-Den,A Fin-Swe,F StP(nc)-Nwy,F Nth-Hol,A Kie S F Nth-Hol,A Ber S A Kie,A Mun-Tyr,A Ser-Tri,  
A Rum-Ser,A Vie S A Ser-Tri,A Bud S A Ser-Tri.

Would Jim O'Kelley please standby for France?  
The deadline for Fall 1910 is Feb. 28, 1998

PRESS

*England - GM:* Sorry about the NMR. The outcome would have been the same.

*Russia - Deceased Turkey Standby:* Sorry Paul. But this was one of those no-brainer situations.

*England - Ghost of Turkey:* Just where did the "wicked witches" expression come from?

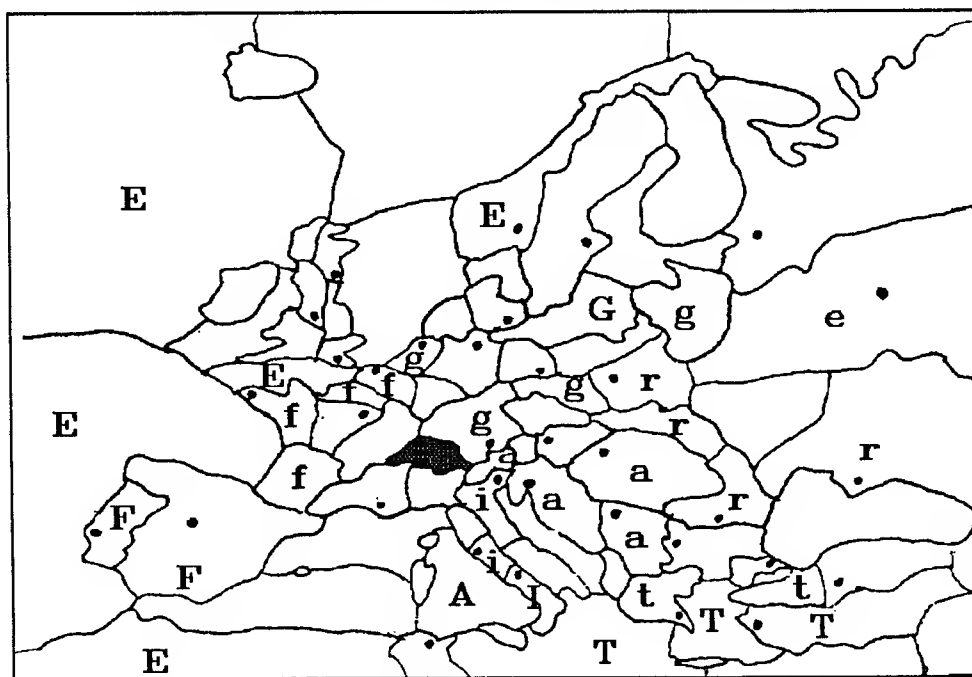
*John - Andy:* Hi guy! Wasn't much sense in writing. The only guy you can help is France. Hm! Hope he didn't write either.

*England - France, Russia:* You leave my no choice, I'll have to eliminate you both now.

*Russia - France:* I've saved my most risky moves till last. I hope you've underestimated me and figured me for the obvious. We'll see. This could still end a couple of ways.

International Dip 2, Lotus 7, 1995HI, W 06/S 07

*"Kaiser returns, mobilizes marines with a Livonia landing."*



Austria (York): Rem F Adr..F Tun-Tyn,A Tyr-Vie,A Tri-Vie,A Ser-Rum,A Bud S A Ser-Rum.

*England (Hall):* F Iri-Mid, F Nat S F Iri-Mid, F Mid-Naf, F Ech-Bel, F Swe-Nwy, A StP-Mos.

*France (Holley):* Bld F Mar.,A Bur-Gas,A Bre S A Bur-Gas,A Pic S A Bre,A Bel S A Pic,F Mar-Spa(sc),F Spa(sc)-Por.

*Germany (Grose):* Ret A Bel-Hol, Rem F GoB..A Kie-Pru, F Bal C A Kie-Pru, A Sil S A Kie-Pru, A Ruh-Mun, A Hol H.

*Italy (Zarr):* A Ven S A Rom, A Rom S A Ven, F Ven-Apu(NSU), F Nap U.

*Russia (Hardy):* Ret A Bud-Gal..A Gal S A Rum,A Rum S A Gal,A War H,A Sev U,A Mos H(NSU).

*Turkey (Stimmel):* Bld A Ank..F Gre-Ion,F Aeg S F Gre-Ion,A Bul-Gre,F Con-Smy,A Ank-Con.

The Fall 1907 deadline is Feb. 28, 1998

PRESS

*Germany - All:* Sorry for the NMR. It's my first in five years.

Germany - A-H: Watch that Russian A Gal.

Germany - France: I'll be back.

Germany - England: A minor setback. We can still take out Russia and France.

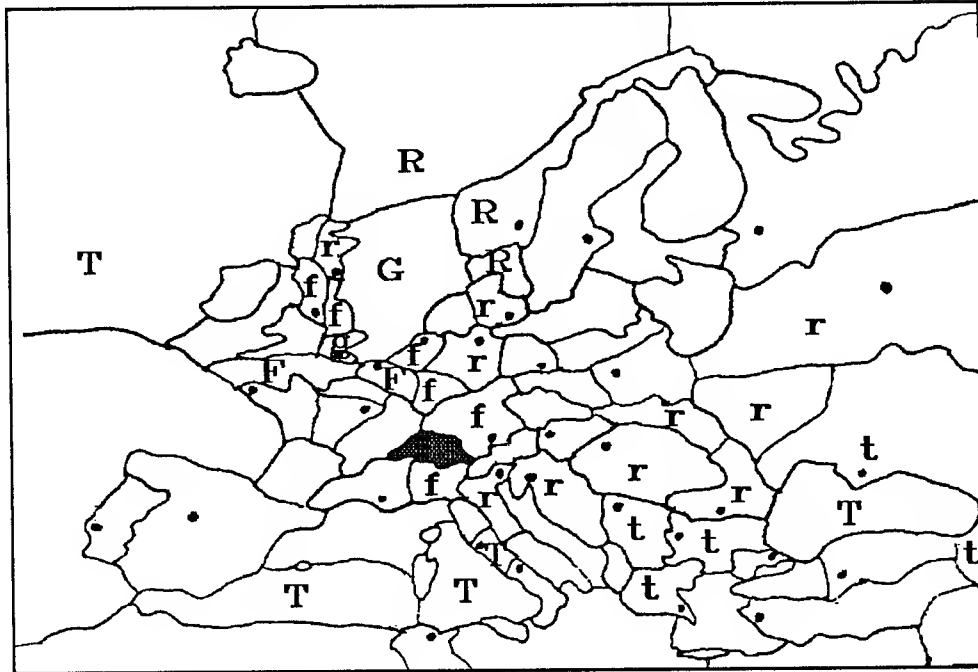
Germany - Russia: We're coming to get you.

Germany - Italy: Shaking in your boot?

Germany - Turkey: Take Rum and Sev!

## Gunboat 12, Three Wavy Lines, 1996 Frb32, W 09/S 10

*"Turkish fleets continue to advance..Germany backs off."*



France: A Wal-Lvp, F Ech S G. F Nth, A Ruh S A Bur-Mun, A Hol-Kie, A Yor S G. A Edi(OTM), A Bur-Mun, F Bel S G. F Nth, A Mar-Pie.

Germany: A Edi-Lon, F Nth C A Edi-Lon.

Russia: Bld F StP(nc), A Mun S F, A Ruh-Spa(ret Ber, Sil, Boh, Tyr, OTB), A Den S A Kie, A Kie S A Mun, F Stp(nc)-Nwy, F Ska S F Stp(nc)-Nwy, A Cly-Edi, F Nwg S A Cly-Edi, A Rum S T. F Bla-Ank(Imp), A Mos-Sev, A Ukr S A Rum, A Bud S A Rum, A Gal S A Rum, A Tri S A Ven, A Ven S A Tri.

Turkey: F Mid-Nat, F Tun-Wme, F Ion-Tyn, A Arm S A Sev, F Bla S A Sev, A Bul S A Ser, A Ser S R. A Rum, A Gre S A Ser, A Sev U, F Rom U.

Now Proposed - E, F/R/T, T

## Gunboat 13, That is a Lie, 1997 Erb32, W 03/S 04

*"F/G border and lowlands see lots of action."*

Austria: A Ser S F Gre, F Gre S T. F Aeg-Ion.

England: Bld F Edi, F Ech-Bel, F Nth S A Swe-Nwy, F Edi-Nwg, A Swe-Nwy.

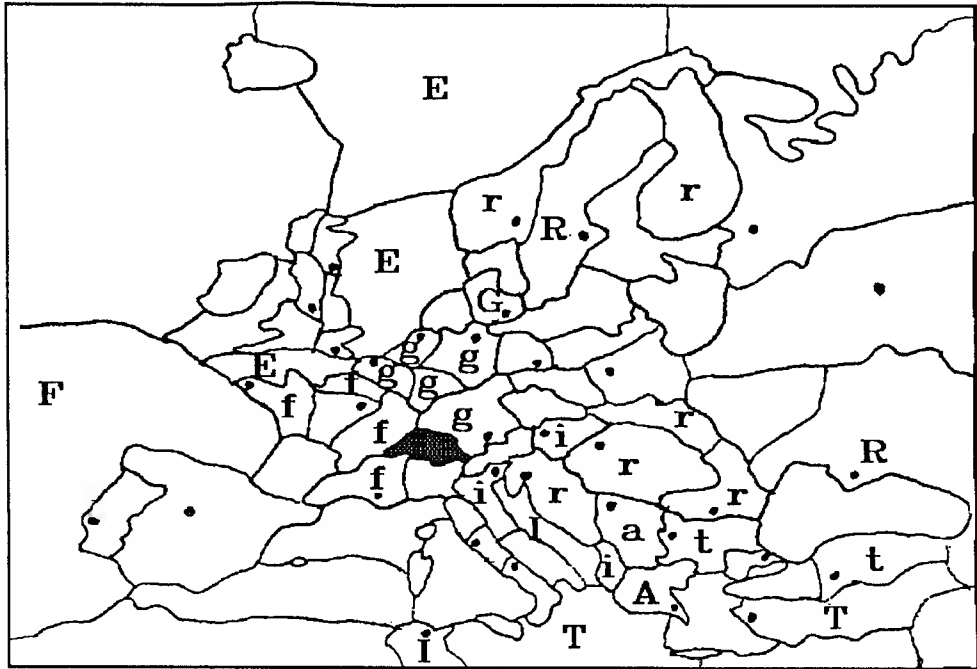
France: F Mid S A Bre, A Bre S A Pic, A Pic S A Bur, A Bur S E, F Ech-Bel, A Mar S A Bur.

Germany: Bld A Kie, A Bel S A Ruh-Bur, A Ruh-Bur, A Hol S A Bel, A Mun S A Ruh-Bur, A Kie S A Mun, F Den-Nth.

Italy: F Ion-Adr, F Tun-Ion, A Tyr-Vie, A Tri-Ven, A Alb-Tri.

Russia: Bld A War, F Nwy-Swe, A Fin S F Nwy-Swe, A Stp-Nwy, A War-Gal, A Vie-Tri, A Bud S A Vie-Tri, A Rum-Ser, F Sev-Rum.

Turkey: A Bul S A. F Gre,F Aeg-Ion,F Con-Smy,A Ank S R. F Sev(Imp).



Now Proposed - A/R/T

# Colonial Dip 1,Why Did You Resign?,1995Wea04,1904

"China continues to lead..Turkey finally eliminated."

China (Oliveri): A Kag-TAS,A Mac-SEO,A Pek-LAN,A HK-Can,A BEN S A Ubur,A PER H,A KAR-Afg,  
A UBUR S A Can-May,A KIR S A Kag-Tas,A Can-May(ret Yun,Chu,Nan,OTB),A MON-Kra,A Uru-SEM,  
F PART S A Mac-Seo,A RAJ-Kar,F SHA-Ys.

France (Scharf): Ret F Can-Ton..A RAN-Ubur,F TON S A May-Can,F MAL-As,F NEW-Ts,A May-CAN,F GOS-Suns,  
A BAN H,F SCS-Hk.

Holland (McQuinn): F TS-New,F RS parts (H),F SUNS S F As-Mal,F Egy-SUD,F Sar-CS,F AS-Mal,F CEBU H,  
F DAV S F Cebu,F BOB-As,F Med-EGY,A COC H,F JS S F Suns.

Japan (K. Wilson): F OS-Ota,A KYU-Kyo,F MNA-Cebu,F ECS-Kyu,F FOR H,A Seo-FUS,F VLA S C. A Mac-Seo,  
F MP S F Mna-Cebu.

Russia (McHugh): Ret A Kir-Tas,F Seo-Ys..F CON S F Bs-Med,F Bs-MED,F ANG S F Bs-Med,A BAG H,  
A Tas-Afg(ret Bok,Ore,Akm,OTB),F SOJ-Ota,F YS-Kyo,A Arm-SYR,A SHI-Per,A OMSK-Kra.

Turkey (Lurz): Ret A Bag-Ara..A ARA S H. F Med-Syr(NSO).

## Supply Center Chart

China	Pek,Sik,Sha,Mac,Kag,Mon,Ubur,Del,Kam,Kar,Tas,Ben,Bom,Per, Part,(Hk),Seo,Chu=17	Build 2 Even
France	Ann,Ton,May,Ban,Can,Mal,New,Ran=8	Even
Holland	Bor,Sum,Jav,Sin,Sar,Cey,Cebu,Dav,Mad,Aden,Sud,Egy,Coc=13	Even
Japan	Tok,Kyo,Kyo,Ota,Sak,Mna,Fus,For,Vla=9	Build 1
Russia	Mos,Omsk,Ode,Rum,Con,Ang,Tab,Shi,Bag=9	Remove 1
Turkey	None=0	OUT!

PRESS

Russia - Japan: Et tu, Kevin?

France - China: Look, if you don't want to be allies anymore just say so.

Russia - Holland: We will fight a tenacious rearguard action, good luck!

France - China: The saying is "speak softly but carry a big stick" not "Don't soeak at all but carry a mother of a stock."

Russia - France: Unfortunately history is written by the victors.

France - Russia: re Holland - Hey, don't point that thing at me!

Russia - China: I understand and didn't take it personal, however that won't stop me from defending myself.

Russia - Turkey: I guess what goes around comes around. I'll be joining you in the box soon enough.

## African Dip #4,Why?,1997Cdm04,W 04/S 05

*"Squabbling over who gets Algeria allows Saudis to stay there."*

Ethiopia (R. Schultz): Ret A Mit-Kis,Rem F Goa..~~A Tan S A Uga~~(ret Ken,OTB),A UGA S A Tan,F Red-KHA,  
A Kor-SUD,A KIS S A Kor-Sud.

Ivory Coast (Acheson): Ret F Gog-Abi,Bld F Fre..F FRE S F Mid,F MID H,A Cha-NGA,~~F MOR-Wme,A MAU-Alg~~,  
A WSD S A Mau-Alg,F ABI S F Mid.

Libya (Crandlemire): Bld A Tun..A TUN S A Tri-Alg,A Nga-NGR,~~F WME S F Spa-Nao,F Spa-NAO,A Tri-Alg~~,  
A Add-DJI.

S. Arabia (Bardach): Ret F Wme-Alg..A Mec-EGY,F BEN S F Ion-Tri,~~F ALG-Tun~~,A Egy-ESD,A Irq-DAM,F Ion-TRI,  
F Ita-ION.

S. Africa (K. Wilson): F MCH S A Zam-Tan,~~F SIO-Swa~~,A CON S A Mit,~~F SWA-Mid~~,A MOZ S A Zam-Tan,A Zam-TAN,  
F GOC S F Swa-Mid,F GOG S F Swa-Mid,A MIT S A Con,F GAB S F Gog,F NIO H.

### PRESS

Pretoria - Mecca: Shark! Did someone say shark? Now that wasn't nice of you to speak so unkindly of me. And then to call me a boar to boot. I guess after I finish off Addis Ababa I'll have to see what can be done with you.

## Balkan Wars VI #2,KAR 120C,1997Bpb08,F 12

*"Albania gone, Bulgaria close."*

Albania (McKinnon): ~~A Sko-H~~.

Bulgaria (McQuinn): ~~A PLO S A Mac,A Dub S F Var~~(ret Kola,OTB),A MAC S A Plo,~~F Var S A Dub~~.

Greece (Crandlemire): F Cyc-ATH,A SAL S F Val,F VAL S F Sas-Tir,A EPI S A Sal,F Sas-TIR.

Rumania (R. Schultz): Ret F Dub-Constantsa,F Sbs-Nbs..F Constantsa-DUB,A BUC S F Constantsa-Dub,A Olt-SOF,  
A TRI H,F NBS S F Constantsa-Dub.

Serbia (B. Wilson): A Cro-CLU,~~A MON-Tir,A HER-Mon~~,A NIS S A Tir-Sko,A Tir-SKO.

Turkey (Levin): A CON S F Sbs-Var,F IZM H,~~F AEG-Thr~~,F EME H,~~A THR-Plo~~,F Sbs-VAR.

### Supply Center Chart

Albania	None=0	OUT!
Bulgaria	Plo=1	Remove 2
Greece	Ath,Spa,Sal,Cre,Mal,Val,Tir=7	Build 2
Rumania	Buc,Gal,Constantsa,Dub,Sof,Tri=6	Build 1
Serbia	Bel,Nis,Sko,Bos,Mon,Clu=6	Build 1
Turkey	Con,Izm,Smy,Cyp,Rho,Thr,Var=7	Build 1

## MP Subscription List

(Number Shown is Last Issue in Sub)

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Ottawa, ON K1R 7X2, Canada (103)  
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 Bardach, Mike 6220 W. Peregrine, Tucson, AZ 85745 (109)  
 Baxter, David 905 Parker Rd., Toutle, WA 98649 (108)  
Bernosky, Steve 10 Chardonay Ct.,  
Marlton, NJ 08053 [stevenb2@juno.com] (106)  
 Broemer, Fulton 3104 Edloe, Suite 300,  
 Houston, TX 77027 [bigtex713@aol.com] (B)  
 Brosius, Eric 53 Bird St., Needham, MA 02192 (109.8)  
Burgdorf, Dr. Martin Avenida de Espana, 135, 2B-3o-13,  
28230 Las Rozas, Spain (106)  
 Burgess, Jim 664 Smith St Providence, RI 02908-4327 (T)  
 Cannon, Brian J. 13404 Montego Dr. Poway, CA 92064 (109)  
 Crandlemire, Pitt 7 Franklin St., #3  
 Brookline, MA 02146 [pittc@syncon.com] (108.5)  
Davls, Fred 3210 K Wheaton Way Ellicott City, MD 21043 (106)  
Davls, Rick 2009 Bodega Ave., Petaluma, CA 94952 (103.5)  
 Dorneman, Stephen 67 Cherry St, Unit R-1,  
 Milford, CT 06460 (109.5)  
 Duxon, Pete 3 Bentley Dr., Kiln Lane, Church Langley, Harlow,  
 Essex CM17 9PA, England (107.3)  
 Goesle, Warren 3907 Cedar Ridge Rd. #1B,  
 Indianapolis, IN 46236 (107)  
 Grabar, Dave 1583 Truman St., Chowchilla, CA 93610 (109.5)  
 Grose, Jim 435 Tillbury Ave, Bsmt., Ottawa, ON  
 K2A 0Y5 Canada [grosej@em.agr.ca] (106.8)  
 Hagy, Paul 1626 54th Place, La Grange, IL 60525  
 [mphagy@gsbpop.uchicago.edu] (109)  
 Hall, Vick 115 Offord Rd., Islington, London N1, England (T)  
 Hardy, James 21 Gourley Road, Liverpool,  
 L13 4AY England [james.hardy@crawfords.co.uk] (T + \$2.50)  
 Head, Kim 230A London Road, Croydon, CR0 2TF, England (T)  
 Heath, Randall C. 10628 Alabama Ave.,  
 Chatsworth, CA 91311 [rheath@uccs.jpl.nasa.gov] (114)  
Holley, Melinda 1823 Enslow Blvd.  
Huntington, WV 25701 (104.16)  
 Kenny, Paul 23 E. Coulter Ave., Collingswood, NJ 08108 (T)  
 Kinney, Mark 3613 Coronado Dr., Louisville, KY 40241 (108)  
 Levin, Alan 8538 N. Lotus #416 Skokie, IL 60077 (107)  
 Lowrey, Michael 6503-D Fourwinds Dr. Charlotte, NC 28212 (T)  
Lurz, Tim c/o JE Technology, Chung-Cheng 2nd Rd, #141, 4th FL-1,  
Kaoslung, Taiwan R.O.C. [lurztlm6@ms7.hinet.net] (106)  
McCullam, Bill 9880 Fairmont Rd., Newbury, OH 44065 (102)  
 McHugh, Jack 626 Littlecroft Rd.,  
 Upper Darby, PA 19082 [jmchugh@iname.com] (T)  
 McKinnon, Steven 1626 5th Ave., Apt 2 North,  
 Troy, NY 12180 [Seska@ix.netcom.com] (112)  
 McQuinn, James 1619 Shroyer Rd., Dayton, OH 45419-3215  
 [jmquinn@delphi.com] (T)  
 Milewski, Paul 7 Mallard Dr.,  
 Amelia, OH 45102 (110)  
Narhi, Ward 2241 Front St., Cuyahoga Falls, OH 44221 (104)  
 Nowak, Matt 8055 Freemantle Dr, Colorado Springs, CO 80920 (108)  
 O'Kelley, Jim 664 W. Irving Park Rd., Unit I-6,  
 Chicago, IL 60613 [jimok3@concentric.net] (109.5)  
 Oliveri, Michael 7237 Grand Palace Ave., Las Vegas,  
 NV 89130-1168 [oliverima@aol.com] (123.6)  
 Power, John c/o Trinidad LNG Project, Bechtel Corporation 3050/8  
 PO Box 2166, Houston, TX 77252-2166 (108)  
Renken, Berry van Nootenstraat 6, 7981 DG Diever,  
Netherlands (106)  
 Scharf, William 4814 Walnut Grove Ave.  
 Rosemead, CA 91770 (107)  
 Schultz, John POB 41-19390 E - E14  
 Michigan City, IN 46361 (108)  
 Schultz, Randall Lee HC74 Box 4136 Mayer, AZ 86333 (110.5)  
 Scott, Mike 5508 Withers Ave.,  
 Fontana, CA 92336 [mikesmag2@juno.com] (109)  
 Siegel, Phil 3091 Johnson Pl., Wantagh, NY 11793  
 [kqkb13a@prodigy.com] (\$12)  
 Spiel, Saul 82-47 217th St, Hollis Hills, NY 11427 (106.8)  
 Stimmel, Robert 2462 N. Sycamore Blvd, Casa de Sherry Apts.,  
 Apt #57, Tucson, AZ 85712 (108)  
 Tucker, Stuart c/o Avalon Hill Game Co. 4517 Harford Rd.  
 Baltimore, MD 21214 (CC)  
 von Metzke, Conrad 4374 Donald Ave, San Diego, CA 92117 (T)  
Welch, Kevin PO Box 2195, Madison, WI 53701 (106)  
 Whyte, Brendan 96 Waiatarua Rd.,  
 Remuera, Auckland 5, New Zealand (T)  
Wiedemeyer, Fred 4311-76 Ave., Edmonton, AB  
T6B 2H7 Canada [wledem@planet.eon.net] (102.5)  
Wilson, Brad 123 N. 3rd St., 3rd Floor, Easton, PA 18042 (105.5)  
 Wilson, Kevin 373 Gateford Dr.,  
 Ballwin, MO 63021-8345 [ckevinw@aol.com] (116)  
 York, W. Andrew PO Box 2307  
 Universal City, TX 78148-1307 (106)  
 Zarr, Harold 215 Glen Dr.,  
 Iowa Falls, IA 50126 [hdzarr@dmacc.cc.ia.us] (111)

If your name and address appear in underlined bold than your sub has expired, and you won't be getting the next issue of MP unless I hear from you.

**Next Issue's Deadline:**  
**Saturday January 31, 1998 at 11:00am Central**